

F . A . T . A . L .
FROM ANOTHER TIME, ANOTHER LAND™

NEVERIA™ FANTASY WORLD

F . A . T . A . L .
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NEVERIA

F A N T A S Y W O R L D

by

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Welcome to Neveria, the official fantasy world for F.A.T.A.L., the role-playing game available from Fatal Games at www.fatalgames.com. Neveria provides players of F.A.T.A.L. with a setting for adventures. Neveria is an expansion for F.A.T.A.L., and F.A.T.A.L. is required to adventure in Neveria. Welcome to a world of demons and dragons, goblins and gods. Welcome to Neveria.

Fantasy and Historical Accuracy

Since a goal while writing F.A.T.A.L. was to be as historically accurate with a fantasy game as possible, the same goal exists for Neveria. Obviously, the only way to design a historically accurate world is to minimize or eliminate fantasy. Neveria includes both fantasy and historical accuracy, though historical accuracy has been sacrificed when necessary so that fantastic elements remain unhindered.

Fantasy and historical accuracy conflicted often while writing Neveria. At all times, the winner of this conflict was whichever one, or combination, remained consistent F.A.T.A.L. For example, parallels exist between Neverian societies and Scandinavians, Celts, Romans, and Greeks. Even though many similarities exist, many differences also were chosen for Neveria for a variety of reasons, but usually to remain consistent with F.A.T.A.L.

The application of historical accuracy to the fantasy of Neveria is a neverending goal. Scholarly sources are preferred above all others. For consideration, please suggest references to fatalgames@excite.com.

What is a Fantasy World?

In the context of role-playing games, a fantasy world is a setting for adventures. Any Aedile may create their own fantasy world, or ignore the consistency provided by a fantasy world altogether. If an Aedile avoids a fantasy world, then F.A.T.A.L. may be played as a series of related or unrelated adventures, role-played whenever the Aedile and players meet to play F.A.T.A.L.

An advantage to utilizing a fantasy world is that from adventure to adventure, or game session to game session, characters may meet other characters or become acquainted with an area. Several adventures later, a player may want their character to find a character met in a previous adventure, or return to an area with which they were previously acquainted. This is usually possible only in a fantasy world, and using a fantasy world creates a more realistic role-playing experience and character development.

For instance, assume your players have characters that are all bandits. From adventure to adventure, they have ambushed travelers. Without a fantasy world as a consistent setting, they may be unable to return to a locale they favor for ambush, or a town they like to enter to buy and sell goods. Neveria provides all of these options and makes it easy for an Aedile to develop characters within Neveria with whom the characters may interact regularly, such as tavernkeepers, weaponsmiths, or whores.

This book is full of information about Neveria, including characters, locations, gods, and creatures. Do not let the sheer volume of information be intimidating; as an Aedile you will not need to memorize it, though familiarity helps.

The best definition is that a fantasy world is a consistent setting that allows players to utilize their full potential for imagination and enjoyment.

Necessary Gaming Materials

To play in Neveria, some materials are necessary. Only the Aedile should have access to Neveria. The Aedile may make available information from this book when deemed fit. Next, a set of gaming dice is necessary, which may be purchased at most hobby stores and some bookstores. Sets of gaming dice usually include one 4-sided, one 6-sided, one 8-sided, two 10-sided (or percentile dice), one 12-sided, and one 20-sided die. The role-playing game F.A.T.A.L. is required, although Neveria may be adapted to other role-playing games at the discretion of the Aedile or Game Master. Further, numerous pencils, erasers, scratch paper, and graph paper are handy. Miniatures are available from several companies for purchase and are useful for combat situations, though they are not required for play; any coin could be used instead to represent a character. A gaming mat that is drawn in a 1-inch grid may be purchased or easily made, and is used on which to place the miniatures. Calculators, while not required, are recommended. Finally, a small group of gaming participants, typically 4-8 players, is best. Here is a review:

- This book
- F.A.T.A.L. role-playing game
- Gaming dice (d4, d6, d8, d10, d12, d20)
- Character Generator Program
- Pencils, erasers, scratch paper, and graph paper
- 25mm Miniatures or small markers such as coins
- Gaming mat (1" grid)
- Calculator
- Players

Terminology

Two types of terminology are discussed: pronouns and dice. Given the content of this game, both should be understood.

Since it is impossible to be correct grammatically and avoid a gender bias, Fatal Games sacrifices grammar to avoid a bias. Throughout this book, pronouns such as ‘they’, ‘their’, and ‘them’ replace ‘he’ or ‘she’, and ‘his’ or ‘hers’, unless more appropriate.

When a die is to be rolled, the type of the die (how many sides it has) usually appears after a ‘d’, designating the die. For instance, ‘d10’ indicates that one 10-sided die is to be rolled. If a number appears before it, such as ‘3d10’, then three 10-sided dice are to be rolled, and the numbers added together, which this example produces a range from 3-30. Finally, a number may follow as a modifier, such as ‘3d10 + 2’, which means that three 10-sided dice are rolled and added together as before, but now 2 is added to the sum. This particular example produces a range from 5-32. Additionally, ‘d%’ or ‘d100’ indicates that two 10-sided dice are to be rolled, but the results are not added together. Instead, 1 die (which is announced beforehand) is interpreted as the ‘tens’ position and the other as the ‘ones’ position. So, if two 10-sided dice were rolled, resulting in a 6 and a 9, and the die that resulted with a 6 was announced as the ‘tens’ position, then the results would be interpreted as 69. If the results are a 10 and a 10 (probably a 0 and a 0 on the dice), then this is interpreted as 100. Finally, a ‘d1000’ is possible, which simply requires three 10-sided dice, with the 3rd die being interpreted as the ‘hundreds’ position.

Math

Players will not need math that is more complicated than basic algebra, and even that is relatively rare. A rule that applies to all calculations is that whenever a decimal remainder exists, such as if a character has 53.96 points of Intelligence, the number is truncated or the decimal is discarded. So, this particular individual would have 53 points of Intelligence. While this game attempts to simplify any math that may be involved, percentages are used frequently. Here are a few helpful reminders, which will consistently use 88% as the modifier:

- 88% of any value (say, a character's Strength score of 150) is equivalent to multiplying the value (150) by 0.88. In this example, 88% of 150 is 132.
- If a value (say, an Intelligence score of 115) is reduced by 88%, then only 12% remains. In this example, 12% of 115 is 13.
- If 88% is added to any value (say, 22 points of damage due to Strength), then the value is multiplied by 1.88. In this example, an additional 88% of 22 results in a total of 41 points of damage ($1.88 \times 22 = 41.36$).

Warning

Neveria is for adults only. This fantasy world is not intended for children due to content that is obscene, lecherous, and violent.

This fantasy world includes obscene language. Fatal Games considers obscenity to be a sensitive issue, and only includes it because of its prominence in the past as a significant part of human history. Most of the information avoids obscenity. However, it is included when deemed appropriate.

This fantasy world includes sex and sexual situations. Fatal Games considers sex to be a sensitive issue, and only includes it because of its prominence in the past as a significant part of human history. A player may want their character to enter a brothel, and Neveria enables sexual role-playing.

Violence may exceed that of other fantasy worlds. Parents often kill children who are deformed, female, or unwanted. Violence and warfare are common in Neveria. Fatal Games considers the act of killing to be a sensitive issue, and only includes it

because of its prominence in the past as a significant part of human history. Warfare is the best example of violence, and has occurred throughout European history.

Since Neveria includes both sex and violence, the combination is also included: rape. Rape is not intended to be a core element of Neveria. Fatal Games considers rape to be a sensitive issue, and only includes it because of its prominence in the past. For example, Europe was named after Europa, who was raped by Zeus, according to Greek mythology. In Jacques Rossiaud's Medieval Prostitution, he reviews statistics on rape from numerous towns and cities in southeast France during economic and social stability, not war. Jacques attempts to represent all medieval prostitution with this book. In it, he estimates that half the male youth participate in at least one gang rape, and that sexual violence is an everyday dimension of community life.

Role-playing situations that accurately represent mythology are likely at some point to include rape, molestation, encounters in brothels, or possibly situations that deviate more from social norms. While the objective of the game is not intended to be any of these in their own right, sex and violence may reasonably occur depending on the circumstances. It is possible to role-play in Neveria without a character entering a single sexual or violent situation, though information is included so that sex and violence may be used or dismissed as deemed appropriate by each gaming group.

Fatal Games advises minors not to role-play in Neveria, and suggests that the players and Aedile discuss the appropriateness and degree of sex and violence for their gaming group. The information in Neveria does not represent the world-views of Fatal Games, nor is extreme violence or extreme sex condoned by Fatal Games. Instead, the information is included for comprehensiveness. Neveria may be adapted to any gaming group.

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Chapter 1: Overview

Welcome to Neveria. This chapter presents an overview of Neveria, including information about the solar system, a brief introduction to each continent, and population distribution. This chapter contains introductory material that will be useful regardless of the continent on which the Aedile focuses.

Solar System

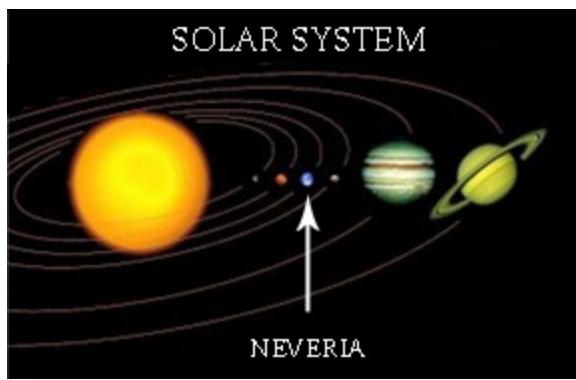
Neverians lack sophisticated technology, and are limited to observing their solar system and the stars in the night sky. In the skies of Neveria, 7 planets may be seen; the sun and moon are considered planets. The planets are the sun, moon, mercury, venus, mars, jupiter, and saturn.

Sun

The size of the sun is evident from a lunar eclipse. The sun is associated with males, because it is larger and more active. The sun remains in the sky longer, the farther north a character is regarding the continents of Neveria. Because clockmakers are standardizing the length of an hour, they find that the sun shines from a maximum of 17 hours per day in the north, and 12 hours per day in the south. This, of course, varies by season. Most surface cultures have traditionally considered there to be 12 hours of sunshine in the day, regardless of season or latitude.

Moon

Of all the planets, Neverians know the least about the moon. The moon is the most unpredictable planet. Sometimes it remains visible all night. Sometimes it appears briefly, or not at all. The moon is sometimes low in the sky, and high at other times. Sometimes the moon is sickle-shaped, sometimes spherical. Sometimes it rises early and assists the sun in lighting the day, and other times it rises late. Sometimes the moon appears in the north, other times to the south. Because menstruation coincides with a lunar month, females are associated with the moon. Because the moon is colder, smaller, and more beautiful than the sun, the moon is associated with females. The moon completes its cycle in 28 days¹.



1. For earth, our moon completes its cycle in 27 1/3 days. For Neveria, a 28-day cycle was chosen for simplicity.

Other Planets

The next smaller in size is Venus, the largest planet except for the sun and moon. It is bright enough to cast a shadow with its rays. Mars is smaller than venus and characters observe that it is more red than other planets. Next in size is Jupiter, and then Saturn, and finally Mercury. The names of the 7 planets have no significance to any race or culture. The names have been adopted from prehistory, though modern sentient creatures frequently associate the planets with a variety of things.

Significance

Most sentient races consider the planets to be significant in some form or another. Bugbears relate the 7 planets to vices. Elves relate the 7 planets to trees. Humans relate the 7 planets to morality and abilities. Ogres have never recognized planets. Dwarves, kobolds, and trolls live underground, and do not consider planets to have any significance, though kobolds and trolls venerate the moon.

Neveria

Some Neverians believe that Neveria is the center of the universe, while others understand that Neveria revolves around its sun¹. Depending on the culture, it is either understood that it takes 24 hours for the earth to revolve around the sun, or

the sun to revolve around the earth. The most primitive cultures believe that the world is flat. Humans have estimated that the circumference of the equator of Neveria is 25,000 miles². It is believed that 90% of the surface is water. The lands of Neveria consist of 3 continents³: Emelon⁴, Yfeland⁵, and Pandeia⁶.

No character knows where the name Neveria⁷ originated. Most cultures have their own explanation. Some scholars of different cultures agree that Neveria is the closest version to the word ‘world’ in the language of dragons.



1. Aristarchus, an ancient Greek, asserted that the Earth revolves around the sun. This assertion must have been influential, because Pliny cites it in Natural History without debate. For more information, see the References section at the end of this book.
2. In many respects, Neveria is modeled after Earth. In ancient times, Pythagoras asserted that the earth is spherical. Eratosthenes used geometry to estimate the circumference of the earth to be 25,000 miles. The circumference of Earth is actually 24,901 miles.
3. Pliny's Natural History asserts that the world has three continents (Europe, Asia, and Africa). For more information, see the References section at the end of this book.
4. Emelon is the imperfect form of *mello*, an ancient Greek word meaning ‘to be destined or likely to’. It was selected because it sounds similar to Avalon from Arthurian legend, and because destiny relates to fate, which is a root of the word ‘fatal’.
5. Yfeland was invented at Fatal Games by combining *yfel*, a word in Old English meaning ‘evil’, and *land*, an Old English suffix meaning ‘land’. Such combinations are common in Old English. Therefore, Yfeland is an evil land. The continent of Yfeland was made by rotating Australia 180°. Fatal Games does not intend to imply that Australia is an evil land.
6. Pandeia was invented at Fatal Games by combining *pan-*, a word in Ancient Greek meaning ‘all’, *dei*, a word in Ancient Greek meaning ‘necessary’, and *-ia* (toward place of). Therefore, Pandeia is literally a place where all is necessary. Necessity relates to fate, which is a root of the word ‘fatal’. Pandeia was also the name of a nymph in Greek mythology, and has also been translated to mean ‘all-bright.’ By land area, this is the southernmost continent, and has the most sun of the 3 continents.
7. Neveria was invented at Fatal Games by combining *ne-* (not), *ver* (truth), and *-ia* (toward place of). Therefore, Neveria is literally a place of no truth, which is a perfect name for a fantasy world. Neveria is also a word in Slovak, and roughly means ‘they do not believe.’ Finally, Neveria seems to be a play on the word ‘never’, which is negative. All meanings together, you may have ‘never believe in a place of no truth.’

Continents

The known world of Neveria consists of 3 continents: Emellow, Yfeland, and Pandeia. The western continent is Emellow, the central continent is Yfeland, and the eastern continent is Pandeia. Each continent is described in detail in a later chapter. The following is a summary.

Emellow

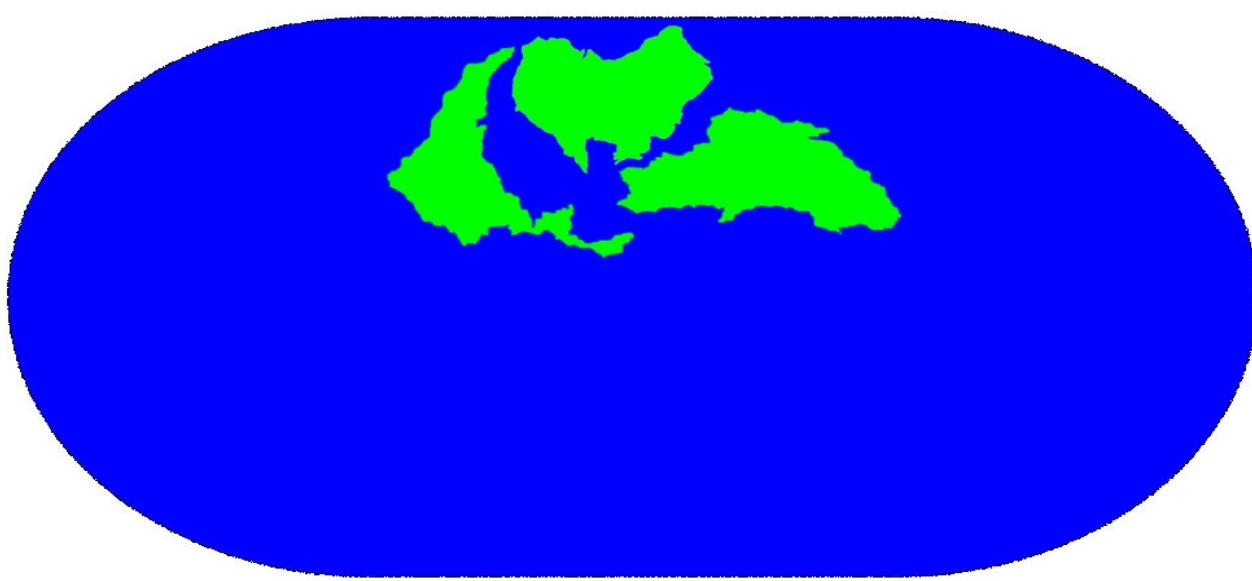
Emellow is a continent characterized by its western mountains and eastern plains. Emellow has the highest population of humanoids. The most numerous and dominant creatures of Emellow are kobolds, who dwell in the western mountains but mine underneath most of Emellow. Humans of Emellow tend to favor monarchy and consider it the most natural form of government. Few bugbears inhabit Emellow, though modern bugbears can reach any coast with their longships, so humans of Emellow are not safer than humans of Yfeland or Pandeia. Kobolds also continually threaten the humans of Emellow.

Yfeland

Yfeland is relatively free of mountains, compared to Emellow and Pandeia. Northern Yfeland is dominated by bugbears, who threaten all 3 continents. Southern Yfeland is dominated by 1 human kingdom, the Quirite Kingdom. It masquerades as a kingdom and names its ruler a king, but every character knows that autocracy is the true form of government. Humans on other continents refer to this as the Quirite Empire.

Pandeia

Pandeia has enough mountains in the southeast that kobolds are a threat to humans, though not as much as on Emellow where kobolds outnumber humans. For the most part, Pandeians are not threatened by bugbears as much as characters on Yfeland. Humans on Pandeia still refer to their governments as kingdoms and their ruler as a king, but the actual form of government is more experimental, including true communism, democracies, and others. Pandeians were the first humans to have successful societies and were the ancient humans who first dominated the world. Today, however, they do not dare oppose the empire. Pandeia is known as the place to find gruagach ogres.



NEVERIA: Known World

Populations

The races available to players are differentially distributed across the 3 continents of Neveria. Below, a table summarizes population distribution¹. For example, the table indicates that there are 745 million characters of the indicated races in Neveria, though only 218 million on Pandeia, of which only 6 million are hill trolls. The population distribution of creatures is detailed for each creature in *Chapter 7: Creatures*.

Based on population distribution and square miles, a table illustrates population density². Population density equals population divided by square miles. Therefore, this table indicates that there are 4 bugbears per square mile on Emellon, yet none on Pandeia.

Population Distribution				
Race	Neveria	Emellon	Yfeland	Pandeia
Anakim	2,235,000	750,000	500,000	985,000
Bugbear	111,750,000	10,000,000	101,750,000	0
Dwarf, Black	22,350,000	9,000,000	6,000,000	7,350,000
Dwarf, Brown	2,980,000	1,000,000	500,000	1,480,000
Dwarf, White	14,900,000	6,000,000	4,000,000	4,900,000
Elf, Dark	14,900,000	5,000,000	4,000,000	5,900,000
Elf, Light	14,900,000	5,000,000	4,000,000	5,900,000
Human	223,500,000	73,500,000	50,000,000	100,000,000
Kobold	149,000,000	100,000,000	19,000,000	30,000,000
Ogre, Base	44,700,000	30,000,000	700,000	14,000,000
Ogre, Cliff	14,900,000	8,000,000	1,000,000	5,900,000
Ogre, Gruagach	22,350,000	11,000,000	0	11,350,000
Ogre, Kinder-fresser	2,235,000	1,500,000	500,000	235,000
Troll, Borbytingarna	14,900,000	900,000	10,000,000	4,000,000
Troll, Hill	22,350,000	2,350,000	14,000,000	6,000,000
Troll, Subterranean	67,050,000	7,050,000	40,000,000	20,000,000
TOTAL	745,000,000	271,050,000	255,950,000	218,000,000

Population Density				
Race	Neveria	Emellon	Yfeland	Pandeia
Anakim	0.25	0.30	0.17	0.28
Bugbear	12.46	4.00	34.28	0.00
Dwarf, Black	2.49	3.60	2.02	2.10
Dwarf, Brown	0.33	0.40	0.17	0.42
Dwarf, White	1.66	2.40	1.35	1.40
Elf, Dark	1.66	2.00	1.35	1.69
Elf, Light	1.66	2.00	1.35	1.69
Human	24.92	29.40	16.85	28.57
Kobold	16.61	40.00	6.40	8.57
Ogre, Base	4.98	12.00	0.24	4.00
Ogre, Cliff	1.66	3.20	0.34	1.69
Ogre, Gruagach	2.49	4.40	0.00	3.24
Ogre, Kinder-fresser	0.25	0.60	0.17	0.07
Troll, Borbytingarna	1.66	0.36	3.37	1.14
Troll, Hill	2.49	0.94	4.72	1.71
Troll, Subterranean	7.48	2.82	13.48	5.71
Total Square Miles	8,967,893	2,500,000	2,967,893	3,500,000
Total Population	83.07	108.42	86.24	62.29

- As a comparison, the total human population in Medieval Europe was estimated to be 73,500,000 in 1340 A.D. For more information, see Russell, J. C. (1972) Population in Europe; in Carlo M. Cipolla, ed., *The Fontana Economic History of Europe*, Vol. I: The Middle Ages, 25-71.
- As a comparison, Europe is 3,837,000 square miles. Therefore, the human population density at 1340 A.D. may be estimated to be 19.15. This estimate indicates that there were an average of 19 Europeans per square mile in 1340 A.D. Another comparison is that Europe was 9.6% larger than the largest continent of Neveria, which is Pandeia.

Calendars

Each culture counts years differently. The most common reason to begin counting years is the establishment of a kingdom or the occurrence of a religious event. Because there are so many kingdoms, and each kingdom refers to time in relation to the local kingdom, it is frustrating for characters to discuss dates and years with characters from other cultures.

To overcome the difficulties produced from numerous different systems, some historians are suggesting a universal standard that the current year should be numbered 5,100, which indicates 5,100 years of humanoids on Neveria.

However, all Neverians agree that a year consists of 364 days. The year is subdivided into 13 months, 1 for each cycle of the moon. Each month is divided into 4 weeks, and each week consists of 7 days. The week is based on a phase of the moon, and each month is based on a cycle of the moon¹.

The lunar calendar was developed by the first subterranean trolls as they lived in shallow caves and hid from the sun, but emerged at night. Independently of trolls, kobolds developed a lunar calendar as well. Kobolds worship the moon and consider it to be silver. Finally, humans, bugbears, elves, and dwarves have all adopted the lunar calendar either from contact with kobolds or other races. Some characters relate the 7 days of the week to the 7 planets.

The days and months do not have names. Instead, each are referred to as numbers. For example, a character may mention the 2nd day of the 1st week of the 3rd month.

For some reason, the characters of different continents measure a day differently². Characters on Emelon consider sunrise to be the beginning of each day. Characters on Yfeland consider midnight to be the beginning of each day. Pandeians consider sunset to be the beginning of each day. Despite these discrepancies, characters of all 3 continents agree that there are 24 hours in a day. These

hours are always divided between day and night, 12 hours apiece. Therefore, Neverians believe that there are 12 hours between sunrise and sunset. However, the day is much longer in summer than winter. Nonetheless, the 6th hour of the day is considered to coincide with high noon. Accordingly, the length of each hour is longer in the winter and shorter in the summer. Hours are estimated traditionally with sundials, though clockmakers are standardizing time and are trying to get the rest of the population to agree that hours should be fixed units of time.

Although clockmakers enable characters to count minutes with varying degrees of accuracy, most characters do not talk in terms of minutes, but hours.

1. This differs with historical accuracy, but has been adopted here as a simple means.

2. According to Pliny (p. 35), the Babylonians consider a day between 2 sunrises, the Athenians between 2 sunsets, the Umbrians from midday to midday, and most other people from dawn to dusk. The Egyptians considered a day from midnight to midnight.

Constellations

The arrangement of stars is interpreted by characters of Neveria as representing symbols, and influencing Neveria. Combinations of stars in the sky are deemed to resemble many things by many races and cultures. There is a popular constellation in the sky each month. These 13 constellations are the basis for the zodiac used in astrology. Following are the 13 constellations of the zodiac:

1. Dark Elf: This is a hero among dark elves who holds a decapitated head of a human after repelling an army of humans who wanted to fell the trees of this elf's forest.

2. Dragon: The fearsome sight of a dragon in flight always captures the attention of travelers.

3. Human: This constellation represents the most beautiful woman. She offers encouragement from the sky to humans everywhere.

4. Pupoot: If it were not for the obviousness of this pattern in the sky, many humans would prefer not to consider this a constellation. Nonetheless, it is the favorite constellation among bugbears.

5. Troll Statue: Resembling a subterranean troll who was transmogrified to stone upon seeing the sun, this constellation is 1 of many for trolls.

6.

7.

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10.

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12.

13.

Chapter 2: History

In the beginning, there were only dragons. They were the first sentient creatures of Neveria. Little is known about this prehistoric time. Although dragons still exist, scholars do not visit them to glean historical facts, especially when there is doubt about their knowledge or intentions.

The early history of sentient races is uncertain at best. Historians have assimilated information from numerous cultures and races, including most human records and tales, as well as those of light elves and white dwarves. History is never factual, but only told from a particular perspective. The history presented in this chapter is told from the perspective of white dwarves, light elves, and humans. Of these races, the humans have the oldest records, and so this history is predominantly from a human perspective.

It is helpful to those who are unfamiliar with Neverian history to know that time periods have been named according to which sentient species is most recent. Of course, some human cultures do not recognize this classification, but this will help historians. These time periods are called ages. Historically speaking, ages differ in years. Some are quite long, others short. With this in mind, let us begin.

The Age of Dragons

Hardly anything is known about the Age of Dragons. It has been written that reptiles became quite populous and had dominion over Neveria. Dragons must have been kings among the reptiles. It is unknown why there are so few dragons today. Since they have wings, dragons must have enjoyed a tremendous advantage over other sentient species as they appeared. Some historians speculate that when Neveria was younger, there was not enough food for dragons. Their population may have expanded too much, causing their own starvation and vastly diminishing their population. Other historians guess that the dragons became too proud and arrogant, and may have angered the gods. In any case, dragons once ruled the world. Although estimates vary, it seems that most historians agree that the Age of Dragons ended around 5,000 years ago, roughly around the introduction of trolls.

The Age of Trolls

Trolls were the first sentient mammal, though during this age most agree that they should not be considered sentient. Trolls must have been terrorized by dragons and other reptiles, yet they also survived, which is noteworthy. At first, legends say there was only 1 race of trolls. In the Age of Trolls, there was no such thing as a distinction between borbytingarna, hill trolls, and subterranean trolls. Regarding race, all trolls were the same. Most scholars agree that the original race of trolls was probably most similar to the borbytingarna, but no character knows with any certainty. For this reason, the original trolls are not considered sentient. They did not speak, manipulate symbols, and probably did not use tools such as clubs.

It is widely accepted that trolls thrived. What was once a world ruled by dragons became ruled by trolls. However, the Age of Trolls was not that long, perhaps 500 years. Many historians would like to know how the population of trolls could have grown large enough to dominate their predecessors. Perhaps dragons were never dominated, but simply retreated to remote locations because they were few in number. No character knows. But, during the age, trolls roamed Neveria, tearing lesser creatures limb from limb.

The Age of Ogres

At this stage of prehistorical investigation, more information is available. It is known that ogres appeared, roughly 4,500 years ago. Historians assert that there were not 4 races in the beginning, but that what is called the base ogre was the original ogre. Many things are significant about the Age of Ogres. First of all, ogres are the first sentient humanoid species. Ogres were the first humanoids capable of speech, manipulating symbols, and using tools.

If daimons can be trusted by conjurers, it has been said that the first ogre encountered a cacodaimon, a demon. The demon taught the ogre the first word, *fatal*. Soon, ogres multiplied and encountered trolls. From the beginning of contact between humanoid species, combat has been the most popular outcome. Trolls were superior in number, and had at least 500 years of population growth.

The original trolls were also capable combatants and predators. Many historians are amazed that ogres survived, let alone must have been victorious enough to build their own population. However, there may be a few reasons for this. First, ogres were the first humanoids to use tools in combat, and wielded clubs when they attacked trolls. Second, ogres were capable of speech, and may have been able to communicate tactics. Third, the original ogres were more social than the original trolls, so the original ogres may have been able to coordinate attacks and retreats, no matter how primitive these advancements must have been. Fourth, ogres are larger and weigh more than trolls. Finally, ogres seem more fond of mating than trolls. All of these advantages may have outweighed the superior population of trolls.

Perhaps the most significant event during the Age of Ogres was the divine intervention of a god of trolls. Numerous sources agree that a troll-god rewarded a group of trolls that had been loyal to his desires. He bestowed greater Intelligence on these trolls so that they could compete with the ogres. This gift angered another troll-god, who cursed the gifted group of trolls. He cursed them so that they will turn to stone when in contact with sunlight. Most of these trolls were transmogrified into stone. However, some escaped below the surface of Neveria. Hidden away from the sun, subterranean trolls developed their own language and culture.

Meanwhile, ogres and trolls continued to attempt to exterminate each other. Evidence of this time exists in the form of trollish statues, victims of sunlight. These statues are scattered throughout the lands of Neveria and more are still being discovered. The wars of ogres and trolls are commonly referred to as the Perpetual War, because it must have lasted for nearly 1,000 years.

By the end of this age, ogres and trolls had populations that were probably equal in size, and territories had been developed where victors remained and foes had fallen. In time, combat may still have occurred as a predator wandered into the territory of another, but the great wars of ogres and trolls eventually passed.

The Age of Kobolds

By now, it is clear that gods must have been competing with each other regarding their creations: forms of life. The next sentient humanoid to appear was kobolds, somewhere around 3,500 years ago. A god must have decided that greater Intelligence was important, and that great size may be a hindrance at times. Although kobolds are not more intelligent than subterranean trolls, which seem from here forward to be a forgotten race, kobolds are far more intelligent than ogres.

Some historians argue that kobolds are the first truly malicious race. Although trolls and ogres are violent by nature, they do not enjoy the pain of others merely for its own sake. Kobolds developed traps and decided to live below the surface of Neveria, as if they were a smaller version of subterranean trolls. Kobolds and subterranean trolls, however, are very different. Subterranean trolls do not seek to dominate the world, like kobolds. Subterranean trolls hope to escape from others and are satisfied to have withdrawn where contact is minimal. Kobolds, however, have not withdrawn from others, but have a purpose.

Kobolds believe that their god created Neveria, and that the original world was made of silver. They also believe that other gods have populated the world with their creatures, which are dirt. It is the duty of every kobold to get rid of the dirt. Every kobold wants to kill other species. But more than kill, they want to truly dominate others. And since kobolds tend to be lazy and yet laborious as they mine, they prefer to have slaves do their mining. From the beginning, kobolds have tried to enslave all species encountered.

It could not have been long before kobolds first encountered the other underground sentient race: subterranean trolls. By this time, subterranean trolls must have developed sorcery. Legends tell of small communities of subterranean trolls easily repelling hoards of kobold invaders. Since this became a pattern, kobolds seem to have opted to avoid subterranean trolls, and instead focus on enslaving surface creatures, such as ogres.

By now, most historians agree that the 4 races of ogres probably existed. Throughout the Age of Kobolds, these underground predators attacked and

enslaved ogres. Kobolds reproduce more quickly than all other sentient humanoids to date, and their population grew quickly. It is also noteworthy that after kobolds encountered the Cigan, the language of ogres, they altered and expanded it for their own purposes, and developed their own language. By the end of this age, kobolds dominated Neveria.

The Age of Humans

Humans first appeared around 3,000 years ago. As a race, we like to believe that our gods considered us the perfect balance between Intelligence and size. Humans have proved more adaptable than any race to date. Although humans do not reproduce as quickly as kobolds, the population of humans spread to most reaches of Neveria.

The most diversity in terms of government must also be credited to humans. Humanity has utilized most forms of government, searching for that which is most successful and affords the most happiness, prosperity, and protection.

Although kobolds were more advanced and numerous in the beginning of humanity, they could not dig mines fast enough to keep up with the expansion of humanity. Many early human communities fell to kobolds and became slaves in their mines. Kobolds learned a lot from humans. But more importantly, humans learned a lot from kobolds.

It was crucial for humans to develop their own language, so that they could outwit the kobolds. Eventually, Sapien swept across Neveria and unified humans of greatly different governments and communities. None of the early human languages, or attempts at language, have survived. Nonetheless, the pervasiveness of Sapien was probably the turning point in wars between kobolds and humans.

While kobolds have never fell from their position of the dominating underground race, humans eventually earned the label of the dominant surface race. Just as kobolds were transforming the underground world to suit their needs, humans were transforming the surface by clearing forests and building fortifications.

The Age of Bugbears

It seems as though bugbears were created specifically to compete with humans. Bugbears are also a successful blend of Intelligence and size. They are larger than humans, and their hair makes them suitable for a northern clime. This ensures that their preferred habitat differs from humans. Bugbears clearly have a goal: to dominate the surface world. All bugbear societies agree on this, and boast about it to others.

Historians believe that the Age of Bugbears began around 2,500 years ago. Bugbears first encountered kobolds, just as had humans. Bugbears eventually developed their own dialect of Kobold, which they call Buggeric. Buggeric is similar to Kobold, but very different from Sapien.

As their population grew, bugbears expanded to the south and encountered humans. The armies of humans repelled the invading bugbears, and had superior armor, tactics, and weapons. Bugbears do not give up. In no time, they began to master the sea. Soon, bugbear vessels sailed south and attacked human communities with success. One after another, human communities fell to bugbear invaders. Having learned from their encounters with kobolds, bugbears enslaved their victims. Unlike the kobolds, bugbears began to systematically study humans. This alone has made bugbears the most dangerous race, and no character doubts their sincerity about world domination.

During the Age of Bugbears, it may be said that bugbears ruled Neveria, though many historians disagree. There were too many wars in this age to discuss here, but humans had a difficult time adapting to a foe who studied them. Bugbear attacks were swift and unexpected. Gradually, humans adapted by fortifying coastal communities, but bugbear longships continued to surprise humans, able to travel through narrow rivers and raid human communities at night without warning.

Humans suffered heavy losses during this age. The recovery of human population may be credited to horses. Although bugbears were larger and stronger, they found it difficult to combat mounted humans.

Perhaps the most embarrassing fact of the Age of Bugbears is that human kingdoms that were too

far south to worry about raiding bugbears engaged in warfare with other human kingdoms. In this respect, bugbears are better than humans because bugbear communities do not attack each other. They are a unified force against humanity. Bugbears discovered that humans are corrupt or easily corrupted and have used it against us throughout the rest of history.

The Age of Elves

The lands of Neveria were being destroyed by bugbears and humans. This is an unpopular perspective, but it has been argued that the reason elves were created was to protect Neveria, namely its forests. From what is known of Neverian geography, forests were reduced by half before the Age of Elves, which began about 1,500 years ago.

Most human historians focus on another perspective that suggests that the creation of elves was an opposite reaction to bugbears. After all, elves are small, have hairless bodies except for their heads, and do not seek to dominate the world but preserve it.

At any rate, elves began to populate every major forest across Neveria during the Age of Elves. Although elves are diminutive compared to bugbears or humans, they are superior in many ways. Most elves are knowledgeable about magic and elven sorcerers are feared by all. Although elves do not reproduce as quickly as humans, elven lifespan is tremendous. The increase in lifespan has proven to be a successful combination with magic, not to mention that most elves seem to be skilled at everything.

Everything about elves reflects beauty and nature. The language Elven, for instance, is soft and soothing to hear. The form of light elves is pleasing to the eye, though dark elves are another matter.

Toward the beginning of this age, elves did something they have not done before and have rarely done since: quarrel. Tempers flared between communities of elves concerning how best to preserve the forests and Neveria itself. Corrupt humans and rapacious bugbears were challenging races to circumvent.

As a result of this conflict, elves either decided to use moral means of protecting Neveria, or immoral means. This schism created the different races

of elves that are known today as dark elves and light elves. Characters will not find both races of elves inhabiting the same forest.

Although this is called the Age of Elves, the success of elves is debatable. Even though human populations continue to grow, some good has come of elves. Now, some humans are aware that humanity is primarily, though only partly, responsible for ruining nature. Perhaps in time the elves will convince larger segments of the population that human ways need to change. Most sages speculate that humans will continue to ruin Neveria until it is not only obvious, but too late. The elves consider humanity not only corrupt, but shortsighted.

The Age of Dwarves

Beginning 400 years ago is the Age of Dwarves. Because dwarves are the latest flourishing sentient humanoids, some historians argue that they are the best -- especially dwarven historians. Let it be known that this argument must also imply that if each race or species is an improvement over those that came before, then bugbears are an improvement over humans.

Unlike other sentient humanoids, dwarves are immortal in the sense that they do not die naturally. Dwarves may be killed, of course, but otherwise, they do not die. In this respect, dwarves are closer to gods than other humanoid races.

It is odd that this current age of ours should be named after dwarves, because they have not dominated Neveria in any way. In fact, most Neverians have never seen a dwarf, though they do exist in numbers. Like subterranean trolls, dwarves hide in their mountains away from humans and bugbears. Some historians have suggested that the reason for this is that because they can be killed, they value their lives and hope to live long in peace. But, this is easily contradicted by all of the instances of black dwarves venturing forth to thwart humans. Dwarves do not seem cowardly, and they seem to enjoy nothing more than crafting magical weapons and armor.

Nonetheless, Neveria is currently in the Age of Dwarves. Whatever will come of it?

Chapter 3: Emellon

This chapter describes Emellon by progressing from general to specific information. First, an overview of Emellon is presented by region. Next, kingdoms are described, and finally, some communities are detailed.

Emellon at a Glance

- **Climate:** Overall, the climate is humid temperate. The north has freezing winters and mild summers. The west is mountainous, and the east consists of grassy steppes. Central Emellon consists either of forests, plains, or foothills.
- **Area:** 2,500,000 square miles.
- **Population Density:** 40 kobolds/square mile
- **Largest Population:** 100,000,000 Kobolds
- **Economy:** Grain and livestock constitute most of the surface economy. The main grains are wheat, barley, and rye. The main livestock are sheep and cattle. Dairy farming is popular in the south, as is the production of wine. The west is the best place for fishing. The mountains in the west are good sources of iron, coal, and silver. Northeast Emellon is famous for gold.

Regions

Emellon is beautiful land. Mountains usually fill the background when viewing the west, offering beautiful sunsets. Characters on Emellon consider sunrise to be the beginning of each day. There are more kobolds on Emellon than any other player character race. The humans of Emellon believe they are more moral than those of the other 2 continents. Regarding humans, Emellon is a continent of knights and chivalry. Due to the numerous kobolds of Emellon, this is also a continent of underground slaves. Although all races available to players exist in Emellon, there are more ogres and less trolls here than the other 2 continents. The few communities of subterranean trolls underneath Emellon have better luck finding ogres on the surface than subterranean trolls on the other continents.

Northern Emellon

Northern Emellon has only small numbers of bugbears, compared to the other continents. For this reason, humans inhabit all but the northernmost tip of Emellon. All humans, regardless of continent, are careful near an ocean, sea, or river. Bugbears from Yfeland are known for sailing even to the far southern side of Emellon and raiding coastal human communities. One of the most fa-

mous human kingdoms, Auria, exists in Northern Emellon. Auria flourishes because the northeast contains vast amounts of gold, which have made this kingdom rich, especially its capital, Bonurbis. Auria is also famous for repelling bugbear invaders, and even the Quirites, the human empire of Yfeland. Despite its fame, this northern human kingdom has been unable to dispatch the bugbears in northeastern Emellon. Every time the humans try to exterminate their bugbear neighbors, they are overwhelmed with bugbear longships that come to lend aid from northern Yfeland.

Western Emellon

Western Emellon is almost entirely mountains. Although some dwarves live in the west, the vast majority of sentient characters are kobolds. Humans on the rest of Emellon are shocked to think that the majority of the mountains they see are probably filled with kobolds and stolen human slaves, forced to dig until their deaths for silver.

The kobolds of the west do not confine themselves to their mountains. A vast network of mines allows kobolds to travel underground to nearly any part of Emellon. It is estimated that there are more kobolds underneath Emellon than humans on it. As a result, many human communities are temporary. After several years, the communities are abandoned and rebuilt elsewhere. This causes kobolds to continually abandon mines and prefer to dig new ones.

Central Emellon

The heartland of Emellon is mostly covered with foothills, which serve as an introduction to the west for travelers. Some of the hills are forested, and elves are strict with trespassers. Some humans seek the forests of central Emellon as a safehaven from the kobolds. Legends say that kobolds fear elves, having suffered embarrassing defeats by the sorcerous elves. For this reason it is rumored that kobolds do not dig underneath elven forests.

Eastern Emellon

Eastern Emellon is best described as plains, though some forests exist as well. The eastern portion of this continent is especially flat. Most of the smaller and unsuccessful human kingdoms are in the east. The east is susceptible to the attacks of both the human empire of southern Yfeland, the Quirites, and the bugbears from Annarrheim in the north. Regarding only Emellon, there is a powerful human kingdom to the north and several considerable human kingdoms to the south. Finally, kobolds are a continual threat from below. Eastern Emellon is a difficult place for humans to flourish without being molested by others. Even if an army travels through the east but does not have the intention of sacking it, armies are notorious for pillaging and plundering foreigners to keep the soldiers happy. For so many reasons, the humans of Eastern Emellon have been unsuccessful in creating a secure kingdom. Moreover, they distrust and dislike outsiders.

Southern Emellon

Southern Emellon is perhaps the safest from bugbear raids, but they still occur from time to time. The southwestern coast of Emellon has become a popular locale, deemed by many to be the best place for a human to live. The weather is the most stable and pleasant, the water off the coast is always warm, and a variety of terrain is nearby. The area is a valley surrounded by mountains. The humans of the southwest are relaxed, liberal, and successful. The area is famous for fashion, and well-known for wine.

The southeast is nearly as pleasant as the southwest, however the climate is humid and the water not quite as warm. Several kingdoms of moderate size exist in the southeast and constantly squabble for power. The southeast has many large ports that trade with the Quirites of Yfeland as well as humans of various kingdoms in Pandeia. Most of the disputes between the southeastern kingdoms of Emellon concern territory or trade.

Annarheim

The bugbear colony of Annarheim is surrounded by seas and located on northeastern Emellon. Its name means “other home.” Annarheim is a colony of bugbears on Emellon, and is loyal to Heimrveldi, which means “world kingdom or domination.”

The capital city of Annarheim is Annarrborg, which means “other castle or city.” Annarrborg is ruled by Duke Grimleifr Audmadr. Duke Grimleifr is loyal to the only king of bugbears, King Audulfr Bjorgdorr. King Bjorgdorr rules Heimrveldi on Yfeland.

Humans do not dare to travel through Bjorghaf, which is the channel between northeastern Emellon and Yfeland. Land on both sides of this sea are dominated by bugbears. Bjorghaf means “bear sea.” All human vessels sent through this channel never return. Bugbears are superior on the seas, and all humans know it.

Annarheim is a fairly new colony, since it was established just over 200 years ago. However, the bugbears have been raiding Emellon from Yfeland for millennia. For many centuries, successive generations of bugbear kings have tried to conquer Auria, but failed. It was believed that the establishment of Annarheim would lead to the fall of Auria, but so far Auria has remained strong.

Duke Grimleifr is the only duke in Annarheim. All other bugbear communities on Yfeland are ruled by either barons or lords.

Annarrborg

Annarrborg is the capital city of Annarheim. It is the largest coastal city of bugbears on Emellon. Annarrborg means “other city,” and is loyal to King Audulfr of Heimrveldi on Yfeland. Annarrborg is located on the tip of the northeastern peninsula of Emellon.

This capital city has 1 of the largest ports in Neveria. When the docks are full, there are 500 longships ready for raiding. Except in times of war, there are an average of 100 longships at sea on raiding expeditions. On average, there are also 50 longships patrolling the local area, especially Bjorghaf. A variety of other vessels dock at Annarrborg as well.

Annarrborg has 2 subjecting facilities on the perimeter of the city, 1 on the west and the other on the east. The western subjecting facility holds only humans, while the eastern subjecting facility holds only elves. The western subjecting facility is called Madrhalda, meaning “human hold”, and the eastern subjecting facility is called Alfrhalda, meaning “elf hold.”

In addition to Duke Grimleifr, there are numerous lords living in Annarrborg. Once per month, all barons of Annarheim attend the palace of Duke Grimleifr. During these meetings, military strategies of world domination are discussed. Immediately after these meetings, 2 longships are dispatched to Heimrveldi to deliver a military update.

Auria

The kingdom of Auria spans northcentral Emellon. Its name means “place of gold,” because more gold may be found here than anywhere else in Neveria. In ancient times, Auria was invaded by the Quirites of Yfeland, and Quirite fortifications were built in Auria. Today, Quirite fortifications remain as ruins.

The capital city of Auria is Bonurbis, which means “good city.” A mountainous city, Bonurbis has never fallen to foes, though many have tried to take it. Bonurbis contains the throne of King Ayuer Penhallow, the monarch of Auria. King Ayuer reigns in peace, except for bugbear raids. So far, bugbear raids have never demonstrated any real, potential threat to Auria.

Aurians value chivalry, perhaps more than any other kingdom. In Auria, love and romance are idolized. Adultery is also common and despised. In Aurian marriage, husband and wife are considered equal partners; the wife is not considered the property of her husband.

Bonurbis

Bonurbis is the capital city of Auria. Its name means “good city.” The vast majority of Aurian characters are loyal to King Ayuer, who is renowned for repelling foes, especially bugbears.

This capital city is seated atop a mountain. Because of the amount of gold in the area, Aurians

decorate Bonurbis with gold. A new nickname for Bonurbis is “city of gold.” Every human on Neveria has heard tales of Bonurbis.

Once per month, all 9 dukes in Auria attend the palace of Bonurbis. They gather around a large, round table, share their deeds, and discuss Auria as well as foes. King Ayuer often sends his dukes, barons, and lords on quests, both local and foreign.

King Ayuer is tall, muscular, and said to resemble a bear, though this exaggeration is intended only to emphasize his large presence. During warfare, he boldly leads his army into battle. King Ayuer is renowned for his successes on the battlefield in his youth. Due to his reputation, King Ayuer has acquired the nickname of Artaio, which means “bear-like one.” No one considers this to be an insult, such as to imply a connection between King Ayuer and bugbears. King Ayuer’s subjects enjoy his reign.

The advisor of King Ayuer is known only as Myrddin, though no character knows his true name. Myrddin is a sorcerer of considerable power and renown. Some characters claim that Myrddin is the most powerful sorcerer on Neveria. Others quibble, arguing that Myrddin is a druid, not a sorcerer. A few characters have asserted that Myrddin is not a man, but a short anakim. No one knows the true nature of Myrddin. Whatever his nature, Myrddin does not reside in Bonurbis, but comes to advise the king. Myrddin lives alone in a nearby forest.

King Ayuer is fond of his 2nd wife, Queen Geva Penhallow. Queen Geva is beautiful, but her ancestry is considered impure because of the presence of a Quirite in her heritage. Nonetheless, as long as she is married to King Ayuer, no character questions or doubts Queen Geva.

Manohelm

The kobold kingdom of Manohelm is the largest kobold kingdom on Emellon, spanning from northwestern to eastern-central Emellon. Its name means “moon home.”

The capital city of Manohelm is Meistarburg, which means “master city.” Meistarburg is ruled by King Arief. Although King Arief commands the digging of mines in the north to capture Aurian slaves, most attention is focused on humans in cen-

tral Emellon. The ground in northern Emellon is dense enough that it takes much longer to mine. The mines of Manohelm are some of the oldest mines in Neveria.

Meistarburg

Meistarburg is the capital city of Manohelm. It is located within the largest mountain on Emellon. Meistarburg means “master city.” Meistarburg is certainly the dominant kobold city, though the vast majority of its inhabitants are slaves.

In addition to King Arief, there are numerous dukes living in Meistarburg. Once per month, all dukes of Manohelm attend the palace of King Arief.

Chapter 4: Yfeland

This chapter describes Yfeland by progressing from general to specific information. First, an overview of Yfeland is presented by region. Next, kingdoms are described, and finally, some communities are detailed.

Yfeland at a Glance

- **Climate:** Most of the land consists of low plateaus, and almost 30% of the land is desert. The desert is in the middle of the continent, and coastal lands are arable. The most rainfall occurs along the western coast, and is also where the most abundant vegetation occurs, though humans are concentrated in the south and bugbears in the north.
- **Area:** 2,967,893 square miles.
- **Population Density:** 34.2 bugbears/square mile
- **Largest Population:** 101,750,000 bugbears
- **Economy:** Exports include wool and wheat. Sheep and cattle are raised on the eastern coast in their highest numbers. Sheep constitute 33% of the overall surface economy of Yfeland. Yfeland is rich in mineral resources, including iron, coal, and diamonds.

Regions

Yfeland is a troubled land. The north is mountainous and dominated by bugbears, which are the most populous of the races available to characters. The south is subtropical and dominated by the largest human government, the Quirite Empire. Central Yfeland has a large desert. Characters on Yfeland consider midnight to be the beginning of each day. The bugbears of Yfeland raid human communities throughout Neveria. The humans of Yfeland believe they are superior to those of the other 2 continents, believing that might makes right. Regarding humans, Yfeland is a continent of affluence, armies, navies, and slavery. Although all races available to players exist in Yfeland, there are more trolls and less ogres here than the other 2 continents. This continent was named Yfeland, meaning evil land, in ancient times. For many reasons, the name has remained and is accepted by all. The bugbears consider it an evil land because the Quirites are mighty foes. The Quirites consider it an evil land because the bugbears continually raid them. Inhabitants of Emellon and Pandeia consider it an evil land because of the continual expansionism of the bugbears and Quirites. All characters agree: Yfeland is an evil land.

Northern Yfeland

Northern Yfeland is dominated by bugbears, and has more bugbears than Emellen and Pandea combined. Other creatures live in the mountains of northern Yfeland, but bugbears focus their violent efforts on humans, which they consider their only hindrance to dominating the world. Bugbears from Yfeland are known for sailing even to the far southern side of Pandea and raiding coastal human communities. Bugbear communities and subjecting facilities are common in northern Yfeland.

Western Yfeland

Western Yfeland is arable beyond the desert. Some smaller human kingdoms exist here, but they subordinate to any whim of the Quirites. These small kingdoms are povertous and in a horrible position between the bugbears and Quirites. They are used to being raided and feel powerless. Humans here tend to be passive, resentful, and hateful. The inhabitants of these kingdoms often become slaves of the bugbears or Quirites. The Quirites continually promise protection from the bugbears and fail to delivery. When bugbears do raid the locals, the Quirites may attack the bugbears, but usually blame the locals for allowing the raid.

Central Yfeland

The heartland of Yfeland is a desert, and the home of many basilisks. Many characters who are banished by the Quirites come here to die, hoping to be found by a basilisk before starvation.

Eastern Yfeland

Eastern Yfeland is arable along the coast, though everything else is desert. There are a few small and unsuccessful human kingdoms in the east. The east is susceptible to the attacks of both the bugbears and Quirites. However, these small kingdoms are often offered assistance by the Pandeians, who feel pity their position. Just as with western Yfeland, these small kingdoms subordinate to the Quirites, who promise to defend them but seldom do. Humans from eastern Yfeland distrust and dislike outsiders.

Southern Yfeland

Southern Yfeland is relatively safe from bugbear raids, but they still occur from time to time. The most notable feature of the south is the Quirite Kingdom, known to others as the Quirite Empire. The Quirite Empire is the largest civilization in Neveria. Its capital, Quire, has over 1,000,000 inhabitants.

The south is warm and fruitful.

Quirite Kingdom

The Quirite (KWEER-ite) Kingdom is the largest human society on Neveria and spans southern Yfeland. The capital city is Quire (KWEER), and is a coastal city on a small southern peninsula.

Initially, Quire was ruled by a series of 7 kings. The 7th king was a tyrant and the Quirites revolted, demanding a republic to be established that represented the needs of the populace. A senate was founded and the Republic of Quire (ROQ) functioned as a true republic during the reign of 2 kings, who still retained the title of king though their power was weakened and checked by the senate. The 3rd king of the ROQ became powerful due to numerous successful military expansions. He disbanded the senate altogether and declared himself king with monarchic power. Quirites refer to their kingdom, but because it is expansionist, foreigners consider it the Quirite Empire.

Quirites have conquered every kingdom encountered, except for the bugbears. The bugbears have a superior navy and control the northern waters. In fact, the bugbears have even successfully sacked Quire once in the past. The Quirite goal is to exterminate the bugbears so that Quire can rule the world. After the Quirites conquered their neighboring human communities, they built roads along the coast of Yfeland so that Quirite soldiers could reach greater distances in a shorter time.

The Quirite Kingdom has more slaves than any other human kingdom. Whenever the Quirites conquered a foe, they took as many slaves as reasonable or possible, bringing them back to Quire.

Quire

Quire (KWEER) is the capital city of the

Querite Kingdom. The palace is located on a central hill called the Palatial Hill. King Magnus Lawton resides on the Palatial Hill in his palace, considering himself ruler of the civilized world. The only 2 things that prevent King Magnus from ruling all of Neveria are Auria and the bugbears. Auria is peaceful, but the bugbears raid nearly all of Neveria.

Chapter 7: Creatures

Within this chapter are creatures, both ordinary and mythical. Regarding F.A.T.A.L., this is a teratological treatise; it is a collection, notarization, and study of Nevarian creatures. Everything that Aediles need to know in order to introduce creatures to their games is included in this chapter. When possible, beasts of fantasy have been based on mythology, not whim.

Abilities Extended

Creatures may have abilities that exceed the ranges allowed for the characters of players. As such, Strength¹ is provided as an extension. Additional tables are not deemed necessary for several reasons. First, if a skill modifier is needed for a sub-ability beyond the range of player characters, then Strength may be referenced. Many of these superhumanoid abilities are usable only by demigods or immortal creatures. Physical Fitness does not appear as an extended table because no satisfactory system has been created that can adequately predict quadruped Sprint speed. For bipeds in F.A.T.A.L., the humanoid's Physical Fitness score and Height predict Sprint speed. This does not hold true for quadrupeds.

Sprint Speed (based on mph)

To calculate the Sprint speed in F.A.T.A.L. from a real creature's known speed in miles per hour, simply multiply mph by 4.4. For example, the fastest human sprinted 100m in 9.84 seconds. This equals 22.7272 mph, and therefore yields a Sprint speed of 100 feet per round.

Base Life Points

The Base Life Points (BLP) of most creatures have been estimated from the Weight (W) of a creature as follows:

$$\text{BLP} = (W^{1/2} \times 2)$$

An easier way to consider this may be to take the square root of the creature's Weight and multiply it by 2. This is the Base Life Points of a creature. However, there are exceptions to this rule. For example, a wolverine is a small creature that can handle repeated bludgeons with heavy objects to its spine, somehow. A wolverine definitely has more BLP than this method would give them.

1. The limits of the expanded table for Strength equal an estimate of the strongest dinosaur based on an estimate that the heaviest dinosaur weighed 220,000 pounds.

Physique: Strength						
Sub-ability score	Skill Modifier	Damage	Life Points Mod.	Clean & Jerk	Bench Press	Dead Lift
1,201-1,300	+ 267	+ 267%	+ 101	756	1,513	2,269
1,301-1,400	+ 284	+ 284%	+ 110	806	1,633	2,419
1,401-1,500	+ 301	+ 301%	+ 119	876	1,753	2,629
1,501-1,600	+ 318	+ 318%	+ 128	936	1,873	2,809
1,601-1,700	+ 335	+ 335%	+ 137	996	1,993	2,989
1,701-1,800	+ 352	+ 352%	+ 146	1,056	2,113	3,169
1,801-1,900	+ 369	+ 369%	+ 155	1,166	2,333	3,499
1,901-2,000	+ 386	+ 386%	+ 164	1,250	2,500	3,750
2,001-3,000	+ 556	+ 556%	+ 254	1,850	3,700	5,550
3,001-4,000	+ 726	+ 726%	+ 344	2,450	4,900	7,350
4,001-5,000	+ 896	+ 896%	+ 434	3,050	6,100	9,150
5,001-6,000	+ 1,066	+ 1,066%	+ 524	3,650	7,300	10,9500
6,001-7,000	+ 1,236	+ 1,236%	+ 614	4,250	8,500	12,750
7,001-8,000	+ 1,406	+ 1,406%	+ 704	4,850	9,700	14,550
8,001-9,000	+ 1,576	+ 1,576%	+ 794	5,450	10,900	16,350
9,001-10,000	+ 1,746	+ 1,746%	+ 884	6,050	12,100	18,150
10,001-20,000	+ 3,500	+ 3,500%	+ 1,800	9,200	18,400	27,600
20,001-30,000	+ 5,200	+ 5,200%	+ 2,700	15,000	30,000	45,000
30,001-40,000	+ 6,900	+ 6,900%	+ 3,600	20,800	41,600	62,400
40,001-50,000	+ 8,600	+ 8,600%	+ 4,500	26,600	53,200	79,800
50,001-60,000	+ 10,300	+ 10,300%	+ 5,400	32,400	64,800	97,200
60,001-70,000	+ 12,000	+ 12,000%	+ 6,300	38,200	76,400	114,600
70,001-80,000	+ 13,700	+ 13,700%	+ 7,200	44,000	88,000	132,000
80,001-90,000	+ 15,400	+ 15,400%	+ 8,100	49,800	99,600	149,400
90,001-100,000	+ 17,100	+ 17,100%	+ 9,000	55,600	111,200	166,800
100,001-110,000	+ 18,800	+ 18,800%	+ 9,900	61,400	122,800	184,200
100,001-120,000	+ 20,500	+ 20,500%	+ 10,800	67,000	134,400	201,000
120,001-130,000	+ 22,200	+ 22,200%	+ 11,700	73,000	146,000	219,000
130,001-140,000	+ 23,900	+ 23,900%	+ 12,600	78,500	157,600	235,500
140,001-150,000	+ 25,600	+ 25,600%	+ 13,500	84,600	169,200	253,800
150,001-160,000	+ 27,300	+ 27,300%	+ 14,400	90,400	180,800	271,200
160,001-170,000	+ 29,000	+ 29,000%	+ 13,300	96,200	192,400	288,600
170,001-180,000	+ 30,700	+ 30,700%	+ 14,200	102,000	204,000	306,000
180,001-190,000	+ 32,400	+ 32,400%	+ 15,100	107,800	215,600	323,400
190,001-200,000	+ 34,100	+ 34,100%	+ 16,000	113,600	227,200	340,800
200,001-210,000	+ 35,800	+ 35,800%	+ 16,900	119,400	238,800	358,200
210,001-220,000	+ 37,500	+ 37,500%	+ 17,800	125,200	250,400	375,600
220,001-230,000	+ 39,200	+ 39,200%	+ 18,700	131,000	262,000	393,000
230,001-240,000	+ 40,900	+ 40,900%	+ 19,600	136,800	273,600	410,400
240,001-250,000	+ 42,600	+ 42,600%	+ 20,500	142,600	285,200	427,800
250,001-260,000	+ 44,300	+ 44,300%	+ 21,400	148,400	296,800	445,200
260,001-270,000	+ 46,000	+ 46,000%	+ 22,300	154,200	308,400	462,600
270,001-280,000	+ 47,700	+ 47,700%	+ 23,200	160,000	320,000	480,000
280,001-290,000	+ 49,400	+ 49,400%	+ 24,100	165,800	331,600	497,400
290,001-300,000	+ 51,100	+ 51,100%	+ 25,000	171,600	343,200	514,800
300,001-310,000	+ 52,800	+ 52,800%	+ 25,900	177,400	354,800	532,200
310,001-320,000	+ 54,500	+ 54,500%	+ 26,800	183,200	366,400	549,600
320,001-330,000	+ 56,200	+ 56,200%	+ 27,700	189,000	378,000	567,000
330,001-340,000	+ 57,900	+ 57,900%	+ 28,600	194,800	389,600	584,400
340,001-350,000	+ 59,600	+ 59,600%	+ 29,500	200,600	401,200	601,800

Definition of Terms

The format for a creature entry is as follows:

Each creature will be described on a left and right page. The left page is a description by paragraph, and an illustration of the creature appears in the middle or top of the left page. The right page is a compilation of tables that list vital facts about the species of creature.

The left page provides a general description of a creature, including physical description, ecology, societal structure, habits, strategy in combat, and anything else useful for the Aedile.

On the right are 5 tables: body, body parts, miscellaneous, abilities, and skills. It is important to note that the information provided represents the average adult creature of the given species. Most of the information relates directly to F.A.T.A.L. regarding character creation.

The Body table lists information useful from *Chapter 2: Body* as presented in F.A.T.A.L. Lifespan lists the overall lifespan of the creature, not their age categories. Should it be necessary to determine age categories, then the Aedile may use the same proportions may be used as listed in F.A.T.A.L., unless otherwise mentioned. Otherwise, this table includes height/length, weight, BMI, skin color, hair color, eye color, breadth, and vision. BMI is usually a poor measure for creatures other than humans, but BMI is provided here anyway. An * indicates that BMI should be interpreted cautiously.

The Body Parts table resembles the table presented in *Chapter 2: Body* of F.A.T.A.L., although each table here is unique to its creature and may include fins, tails, or wings as necessary. If this creature is attacked, then 1d100 is rolled to determine which body part is attacked, and the first column is consulted. Proportion lists the size of the body part relative to the creature; multiply the proportion by 100 to have its percent of body size. Finally, BPP (Body Part Points) are listed per body part.

The Miscellaneous table includes a variety of information. Most of the information is referenced from F.A.T.A.L. Information listed here is simply that which is most handy. For example, 2 weapons may be listed, but the creature may use more. If this is the case, then it will be explained on

the left page. If information is impossible, such as the religion of a wolf, then a dash (-) will appear.

Treasure is listed in the following format: (individual roll modifier; hoard size roll modifier; hoard roll modifier). Information for a roll modifier includes either a modifier to the roll on the appropriate treasure table in *Chapter 14: Treasure* (such as +5), or a dash indicates that treasure is impossible (-).

Climates are horizontal bands in Neveria distinguished by temperature. Climates include Arctic, Subarctic, Temperate, Subtropical, and Tropical. Within each climate are numerous biomes. Not all biomes exist in all climates. A biome is a ecological region characterized by its distributions of plant and animal life. Biomes include aquatic (continental shelf, coral reef, lake, marsh, ocean, pond, and river), desert, forest, mountain, plains, rainforest, savannah, subterranean, and tundra.

Activity Cycle describes when a creature is most active. Diurnal (Daytime) indicates activity during the day. Nocturnal indicates activity at night. Crepuscular (Dusk and Dawn) indicates activity at dusk and dawn; these creatures are usually predatory.

The Abilities table lists the 5 abilities and corresponding 20 sub-abilities. Results are separated by gender. This information is related to *Chapter 3: Abilities* in F.A.T.A.L.

The Skills table lists 18 skills most common to creatures. Results are separated by gender. This information is related to *Chapter 8: Skills* in F.A.T.A.L. The results relate to *Total Modifier* as presented on the character sheet in F.A.T.A.L. (see *Appendix 1: Character Sheets*). The *Total Modifier* is the number applied to the skill check.

Basilisk

A basilisk is a small reptile that resembles a grass snake, except for its posture. A basilisk always keeps its head lifted at least several inches from the ground, even while slithering. Otherwise, a basilisk has a protrusion atop its head that has been construed to resemble a crown. In fact, the name basilisk comes from the word *basileus*, which means king.

A basilisk is considered to be king of the reptiles, mainly because it is such a deadly creature. Every part of a basilisk means death for any creature that breathes, touches, tastes, or even sees it. Its bite, smell, saliva, and gaze are fatal, unless a Health sub-ability check is passed at TH 60. The fatal odor of a basilisk is smelt within 3d10 feet of it. The fatal gaze of a basilisk extends 3d100 feet; if a character looks at a basilisk within this range, then they transmogrify to stone. Amazingly, a basilisk is able to spit its venom 3d100 feet, and often uses this technique to kill birds. The venom kills upon contact.

Basilisks are so deadly that the area inhabited becomes a desert, void of all life. Most sentient creatures associate deserts with basilisks, and blame basilisks for creating each desert. If a basilisk encounters another basilisk, then they are susceptible to the poison of each other.

Body		
Body	Average Male	Average Female
Lifespan	30	30
Height/Length	24"	24"
Weight	2	2
BMI	2*	2*
Skin Color	Brown	Brown
Hair Color	-	-
Eye Color	Yellow	Yellow
Breadth	-	-
Vision	LLV	LLV

Body Parts			
Body Part	1d100	Proportion	BPP
Body	1-93	.93	1
Face	94-95	.02	1
Head	96-100	.05	1

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	217	217
Physical Fitness	200	200
Strength	5	5
Bodily Attractiveness	10	10
Health	200	200
CHARISMA	12	12
Facial	10	10
Vocal	5	5
Kinetic	30	30
Rhetorical	5	5
DEXTERITY	83	83
Hand-Eye Coordination	100	100
Agility	200	200
Reaction Speed	130	130
Enunciation	5	5
INTELLIGENCE	5	5
Language	5	5
Math	5	5
Analytic	5	5
Spatial	5	5
WISDOM	85	85
Drive	200	200
Intuition	130	130
Common Sense	5	5
Reflection	5	5

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	NN	NN
Temperament	CP	PC
Occupations		
Sprint	44	44
Life Points	2	2
Current Armor	13	13
Armor	-	-
Weapons	Bite (1d4)	Bite (1d4)
Treasure	-	-
Languages	-	
Religions	-	
Climate/Biome		Desert
Activity Cycle		Crepuscular

Skills		
Skills	Average Male	Average Female
Aim	+ 10	+ 10
Balance	+ 20	+ 20
Brawling	-	-
Catching	-	-
Climb	-	-
Direction Sense	-	-
Hide	+ 20	+ 20
Hunting	+ 10	+ 10
Hurl	-	-
Jump	-	-
Search	-	-
Sight	+ 10	+ 10
Silence	-	-
Smell	+ 200	+ 200
Sound	-	-
Sprint	+ 10	+ 10
Swim	-	-
Weapon, Specific	+ 10	+ 10
Wrestling	-	-

Bear

A bear is a large mammal that is covered in fur and has a powerful build. Although a bear is a carnivore, it also relies heavily on vegetation. Bears have heavy builds, large skulls, thick legs, and short tails. When threatened or defending territory, a bear may stand upright like a biped. A bear may be only 8 feet in length, but when standing upright it could reach 11 feet tall. Despite their weight, bears are capable climbers.

In combat, a bear attacks a foe with its claws, though it may bite as well. Most creatures run from bears, especially gruagach ogres. However, bears attack bugbears less often than other humanoids.

Bears forage for food during the day and sleep at night. The diet of a bear consists of insects, fish, fruits, nuts, and roots. Bears especially enjoy salmon and seek the honey of bees. During winter, bears hibernate in a den and live on their reserves of body fat. Most often, cubs are born during the winter.

Many scholars recognize similarities between bears and bugbears, which is how bugbears got their Sapien name. Some speculate that a bugbear is a crossbreed between a bear and a human. Others argue that bugbears are distinct and different.

Body		
Body	Average Male	Average Female
Lifespan	25	25
Height/Length	96"	96"
Weight	2,000	2,000
BMI	152*	152*
Skin Color	Brown	Brown
Hair Color	Brown	Brown
Eye Color	Brown	Brown
Breadth	48"	48"
Vision	Normal	Normal

Body Parts			
Body Part	1d100	Proportion	BPP
Foot, Left	1	.01	6
Foot, Right	2	.01	6
Leg, Lower, Left	3-6	.04	24
Leg, Lower, Right	7-10	.04	24
Leg, Upper, Left	11-18	.08	48
Leg, Upper, Right	19-26	.08	48
Groin	27	.01	6
Torso, Lower	28-48	.21	126
Torso, Upper	49-70	.22	132
Hand, Left	71	.01	6
Hand, Right	72	.01	6
Arm, Lower, Left	73-76	.04	24
Arm, Lower, Right	77-80	.04	24
Arm, Upper, Left	81-86	.06	36
Arm, Upper, Right	87-92	.06	36
Face	93-94	.02	12
Head	95-100	.06	36

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	NN	NN
Temperament	CP	PC
Occupations	-	-
Sprint	132	132
Life Points	200	120
Current Armor	18	18
Armor	-	-
Weapons	Bite (4d10) Claws (3d10)	Bite (4d10) Claws (3d10)
Treasure	-	-
Languages	-	-
Religions	-	-
Climate/Biome	Subarctic, Temperate, Subtropical	
Activity Cycle	Diurnal	

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	497	278
Physical Fitness	80	75
Strength	1750	875
Bodily Attractiveness	60	65
Health	100	100
CHARISMA	30	30
Facial	40	40
Vocal	40	40
Kinetic	40	40
Rhetorical	1	1
DEXTERITY	57	57
Hand-Eye Coordination	70	70
Agility	70	70
Reaction Speed	90	90
Enunciation	1	1
INTELLIGENCE	10	10
Language	10	10
Math	10	10
Analytic	10	10
Spatial	10	10
WISDOM	50	50
Drive	100	100
Intuition	20	20
Common Sense	50	50
Reflection	30	30

Skills		
Skills	Average Male	Average Female
Aim	-	-
Balance	-	-
Brawling	+ 20	+ 20
Catching	-	-
Climb	+ 20	+ 20
Direction Sense	-	-
Hide	-	-
Hunting	+ 10	+ 10
Hurl	-	-
Jump	-	-
Search	-	-
Sight	-	-
Silence	-	-
Smell	+ 200	+ 200
Sound	-	-
Sprint	-	-
Swim	+ 5	+ 5
Weapon, Specific	+ 10 + 20	+ 10 + 20
Wrestling	+ 20	+ 20

Daimon, Cacodaemon

A daimon (pronounced DIE-moan) is an immortal being who is not a god, but whose proper place in authority and power is between mortals and gods. The word *daimon* means divine power. A moral daimon is called a eudaemon, while an immoral daimon is called a cacodaemon.

All daimons have wings, and in their natural state are invisible to mortals. At will, a daimon may become visible to mortals, but most choose never to become visible to all. While visible to mortals, the daimon has assumed a physical form, which can die. Only immortal beings, including dwarves, can see a daimon in its natural state. Since a daimon is immortal, it cannot be harmed or killed by normal means while invisible to mortals. It is impossible to harm or kill a daimon, unless the daimon is visible. When a daimon becomes visible to mortals, the daimon chooses everything about the physical form, including size (no taller than 10'), beauty, color, and whether or not it will have wings.

When a sentient character is born, a cacodaemon and eudaemon are also created and bound to the character. The daimons often become gridlocked while wrestling, which usually lasts until the character dies. While wrestling, the daimons cannot kill each other, but instead wrestle to subdue the other so that the temporary winner can suggest actions to the character. During this time, the daimons will never choose to become visible, since they would be vulnerable to the attacks of the other while visible. If one daimon is more powerful than the other, then it may be able to suggest things to the character, such as influencing dreams, or insert-

ing thoughts into their mind. If a character lives their life without receiving suggestions, then their daimons must be of equal power.

Upon the death of a character, both daimons are tired of wrestling each other and are no longer bound to each other by the character. Depending on the disposition and religion of the character to which they were bound, a variety of outcomes are possible. The most appropriate daimon may accompany the soul of the character to the plane of existence that it worshipped, while the other daimon wanders Neveria. In the case of an atheistic character, both daimons wander Neveria.

A cacodaemon is known commonly as a demon. All cacodaemons speak Demonic. Cacodaemons seek to corrupt the characters for which they were created. When a cacodaemon is no longer able to corrupt this character, then the goal of a cacodaemon is to rid the world of eudaemons.

Although rare, sometimes a male cacodaemon chooses a form, appears visible to mortals, and rapes a human woman. All women raped by cacodaemons become pregnant and give birth to anakim. A cacodaemon who rapes is called an incubus by humans.

Equally rare, sometimes a female cacodaemon chooses a form, appears visible to mortals, and entices a human man to impregnate her. A cacodaemon who entices human men is called a succubus by humans. After he ejaculates, she kills him. The succubus gives birth to a cambion and places the cambion in Neveria. Most mortals consider a cambion to be an anakim.

Body		
Body	Average Male	Average Female
Lifespan	Eternal	Eternal
Height/Length	-	-
Weight	-	-
BMI	-	-
Skin Color	-	-
Hair Color	-	-
Eye Color	-	-
Breadth	-	-
Vision	-	-

Body Parts			
Body Part	1d100	Proportion	BPP
Foot, Left	1	.01	9
Foot, Right	2	.01	9
Leg, Lower, Left	3-7	.05	45
Leg, Lower, Right	8-12	.05	45
Leg, Upper, Left	13-22	.10	90
Leg, Upper, Right	23-32	.10	90
Groin	33	.01	9
Torso, Lower	34-47	.19	171
Torso, Upper	48-76	.29	261
Hand, Left	77	.01	9
Hand, Right	78	.01	9
Arm, Lower, Left	79-81	.03	27
Arm, Lower, Right	82-84	.03	27
Arm, Upper, Left	85-88	.04	36
Arm, Upper, Right	89-92	.04	36
Face	93-94	.02	18
Head	95-100	.06	54

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	UI	UI
Temperament	CM	MC
Occupations	Assassin	Assassin
Sprint	100	100
Life Points	300	300
Current Armor	30	30
Armor	-	-
Weapons	-	-
Treasure	-	-
Languages	Demonic and all other languages	
Religions	Special	
Climate/Biome	All	
Activity Cycle	Never Sleeps	

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	625	625
Physical Fitness	100	100
Strength	2,000	2,000
Bodily Attractiveness	100	100
Health	300	300
CHARISMA		
Facial	100	100
Vocal	100	100
Kinetic	100	100
Rhetorical	100	100
DEXTERITY		
Hand-Eye Coordination	100	100
Agility	100	100
Reaction Speed	100	100
Enunciation	100	100
INTELLIGENCE		
Language	300	300
Math	300	300
Analytic	300	300
Spatial	300	300
WISDOM		
Drive	100	100
Intuition	100	100
Common Sense	100	100
Reflection	100	100

Skills		
Skills	Average Male	Average Female
Aim	+ 50	+ 50
Balance	-	-
Brawling	+ 50	+ 50
Catching	-	-
Climb	-	-
Direction Sense	-	-
Hide	-	-
Hunting	-	-
Hurl	+ 50	+ 50
Jump	-	-
Search	-	-
Sight	-	-
Silence	-	-
Smell	-	-
Sound	-	-
Sprint	-	-
Swim	-	-
Weapon, Specific	-	-
Wrestling	+ 100	+ 100

Daimon, Eudaemon

A daimon (pronounced DIE-moan) is an immortal being who is not a god, but whose proper place in authority and power is between mortals and gods. The word *daimon* means divine power. A moral daimon is called a eudaemon, while an immoral daimon is called a cacodaemon.

All daimons have wings, and in their natural state are invisible to mortals. At will, a daimon may become visible to mortals, but most choose never to become visible to all. While visible to mortals, the daimon has assumed a physical form, which can die. Only immortal beings, including dwarves, can see a daimon in its natural state. Since a daimon is immortal, it cannot be harmed or killed by normal means while invisible to mortals. It is impossible to harm or kill a daimon, unless the daimon is visible. When a daimon becomes visible to mortals, the daimon chooses everything about the physical form, including size (no taller than 10'), beauty, color, and whether or not it will have wings.

When a sentient character is born, a cacodaemon and eudaemon are also created and bound to the character. The daimons often become gridlocked while wrestling, which usually lasts until the character dies. While wrestling, the daimons

cannot kill each other, but instead wrestle to subdue the other so that the temporary winner can suggest actions to the character. During this time, the daimons will never choose to become visible, since they would be vulnerable to the attacks of the other while visible. If one daimon is more powerful than the other, then it may be able to suggest things to the character, such as influencing dreams, or inserting thoughts into their mind. If a character lives their life without receiving suggestions, then their daimons must be of equal power.

Upon the death of a character, both daimons are tired of wrestling each other and are no longer bound to each other by the character. Depending on the disposition and religion of the character to which they were bound, a variety of outcomes are possible. The most appropriate daimon may accompany the soul of the character to the plane of existence that it worshipped, while the other daimon wanders Neveria. In the case of an atheistic character, both daimons wander Neveria.

A eudaemon is rarely called an agathodaemon, but known commonly as an angel. All eudaemons speak Angelic. Eudaemons function as guardian spirits, protecting characters who they watch. When a eudaemon no longer guards the character it was created to protect, then the goal of a eudaemon is to rid the world of cacodaemons.

Body		
Body	Average Male	Average Female
Lifespan	Eternal	Eternal
Height/Length	-	-
Weight	-	-
BMI	-	-
Skin Color	-	-
Hair Color	-	-
Eye Color	-	-
Breadth	-	-
Vision	-	-

Body Parts			
Body Part	1d100	Proportion	BPP
Foot, Left	1	.01	9
Foot, Right	2	.01	9
Leg, Lower, Left	3-7	.05	45
Leg, Lower, Right	8-12	.05	45
Leg, Upper, Left	13-22	.10	90
Leg, Upper, Right	23-32	.10	90
Groin	33	.01	9
Torso, Lower	34-47	.19	171
Torso, Upper	48-76	.29	261
Hand, Left	77	.01	9
Hand, Right	78	.01	9
Arm, Lower, Left	79-81	.03	27
Arm, Lower, Right	82-84	.03	27
Arm, Upper, Left	85-88	.04	36
Arm, Upper, Right	89-92	.04	36
Face	93-94	.02	18
Head	95-100	.06	54

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	EM	EM
Temperament	PS	SP
Occupations	Priest	Priest
Sprint	100	100
Life Points	300	300
Current Armor	30	30
Armor	-	-
Weapons	-	-
Treasure	-	-
Languages	Angelic and all others	
Religions	Special	
Climate/Biome	All	
Activity Cycle	Never Sleeps	

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	625	625
Physical Fitness	100	100
Strength	2,000	2,000
Bodily Attractiveness	100	100
Health	300	300
CHARISMA		
Facial	100	100
Vocal	100	100
Kinetic	100	100
Rhetorical	100	100
DEXTERITY		
Hand-Eye Coordination	100	100
Agility	100	100
Reaction Speed	100	100
Enunciation	100	100
INTELLIGENCE		
Language	300	300
Math	300	300
Analytic	300	300
Spatial	300	300
WISDOM		
Drive	100	100
Intuition	100	100
Common Sense	100	100
Reflection	100	100

Skills		
Skills	Average Male	Average Female
Aim	+ 50	+ 50
Balance	-	-
Brawling	+ 50	+ 50
Catching	-	-
Climb	-	-
Direction Sense	-	-
Hide	-	-
Hunting	-	-
Hurl	+ 50	+ 50
Jump	-	-
Search	-	-
Sight	-	-
Silence	-	-
Smell	-	-
Sound	-	-
Sprint	-	-
Swim	-	-
Weapon, Specific	-	-
Wrestling	+ 100	+ 100

Dragon

The first creatures of Neveria were dragons¹. Aeons ago, dragons populated and ruled the world. Dragons are intelligent and winged serpents, and created the first language, known as Dragon or Slidrian. No character is certain how most dragons died, but few remain today.

As other serpents, Dragons are born in eggs that hatch underneath their mother. Dragons grow as large as 30 feet in length, not including their tail, which may be another 10 feet long. The wingspan of a dragon may be as large as 50 feet. Dragons are covered with scales that serve as protection.

Dragons may be any disposition. Some dragons are moral, few are neutral, and most are immoral. The most common dragon temperament is choleric-phlegmatic.

The color of the scales of dragons varies. To determine the color of a dragon, roll 1d100: (01-30) green, (31-50) red, (51-70) black, (71-80) yellow, (81-90) blue, or (91-100) white. A dragon will mate only with a dragon that has the same color of scales. Some characters mistakenly associate the color of the dragon with its disposition; the color of a dragon's scales is unrelated to its disposition. The size of each dragon scale is 1/100th of the length of its body. On average, dragon scales sell for 100 s.p. per square inch.

All dragons have massive fangs and claws. On average, each adult fang or claw sells for 1,000 s.p. To determine if a dragon has other weapons, roll 1d100: (01-65) Unable to breathe fire or noxious gas, (66-85) able to breathe noxious gas but not fire, (86-95) able to breathe fire but not noxious gas, (96-100) able to breathe either fire or noxious gas at will. If a dragon has a breath weapon, then it may

extend (1d100)% of the length of the dragon's body. As a breath weapon, fire causes a number of IP or LP of burning damage equal to the LP of the dragon. The noxious gas of a dragon is dark due to carbon, and is laced with arsenic. Any character who breathes this gas must pass a Health sub-ability check at TH 25 or die.

Dragons are predatory, and their favorite prey include livestock and humanoids. If a dragon threatens a community, and the community is inhuman, then the inhabitants usually flee. Humans, alone, respond differently. Most sentient races avoid dragons, but human knights often quest to kill dragons. Dragons enjoy questing knights, and usually eat them. If a human community is threatened by a dragon, then the local humans select the most attractive female virgin and publicly sacrifice her, hoping that her death will appease the dragon. Amazingly, it is 80% likely to appease the dragon, until the next time it is hungry. Some human communities that are near a dragon's lair sacrifice a female each day. In such cases, the dragon never attacks the community. Moral dragons are also predatory, and will kill to survive. However, they prefer to prey on immoral creatures.

Dragons inhabit isolated locales, such as mountains, ruined castles, caverns, forests, deserts, and swamps. The locale is unrelated to the color of the dragon's scales. A dragon's lair is usually filled with treasure, which it guards. Dragons are attracted to shiny objects such as coins and gems, but they also know that humanoids value treasure, and use it as a lure.

A dragon can fly (FF=1.59) at a Flight Speed of 240, as high as 4,000 feet, has a Maneuverability of 60°, and Climb at 100% its length.

1. The wingspan and size of the dragon is modeled after quetzalcoatlus, the largest known pterosaur or winged reptile. Pterosaurs, including the pterodactyl, are currently classified separately from dinosaurs. Quetzalcoatlus survived until the end of the Cretaceous Period. Other features of dragons were based on European mythology.

Body		
Body	Average Male	Average Female
Lifespan	900	1,000
Height/Length	30' body, 10' tail	30' body, 10' tail
Weight	300	300
BMI	1*	1*
Skin Color	Special	Special
Hair Color	-	-
Eye Color	Yellow	Yellow
Breadth	300"	300"
Vision	LLV	LLV

Body Parts			
Body Part	1d100	Proportion	BPP
Foot, Left	1	.01	1
Foot, Right	2	.01	1
Leg, Lower, Left	3	.01	1
Leg, Lower, Right	4	.01	1
Leg, Upper, Left	5	.01	1
Leg, Upper, Right	6	.01	1
Tail	7-9	.03	4
Groin	10	.01	1
Torso, Lower	11-15	.05	8
Torso, Upper	16-20	.05	8
Hand, Left	21	.01	1
Hand, Right	22	.01	1
Arm, Lower, Left	23	.01	1
Arm, Lower, Right	24	.01	1
Arm, Upper, Left	25	.01	1
Arm, Upper, Right	26	.01	1
Wing, Left	27-61	.35	56
Wing, Right	62-96	.35	56
Face	97	.01	1
Head	98-100	.03	4

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	Any	Any
Temperament	CP	CP
Occupations	Bandit	Bandit
Sprint	60	60
Life Points	54	54
Current Armor	20 (10 for wings)	20 (10 for wings)
Armor	-	-
Weapons	Fangs (6d10) Claws (2d10)	Fangs (6d10) Claws (2d10)
Treasure	(-/+30/-)	(-/+30/-)
Languages	Dragon (Slidrian)	
Religions	-	
Climate/Biome	All but Arctic	
Activity Cycle	Crepuscular	

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	226	222
Physical Fitness	300	285
Strength	275	275
Bodily Attractiveness	30	30
Health	300	300
CHARISMA	111	111
Facial	5	5
Vocal	300	300
Kinetic	70	70
Rhetorical	70	70
DEXTERITY	470	470
Hand-Eye Coordination	85	85
Agility	150	150
Reaction Speed	150	150
Enunciation	85	85
INTELLIGENCE	137	137
Language	200	200
Math	75	75
Analytic	75	75
Spatial	200	200
WISDOM	162	162
Drive	150	150
Intuition	100	100
Common Sense	100	100
Reflection	300	300

Skills		
Skills	Average Male	Average Female
Aim	+ 30	+ 30
Balance	-	-
Brawling	-	-
Catching	-	-
Climb	+ 30	+ 30
Direction Sense	+ 20	+ 20
Hide	-	-
Hunting	-	-
Hurl	-	-
Jump	+ 50	+ 50
Search	-	-
Sight	+ 30	+ 30
Silence	-	-
Smell	+ 200	+ 200
Sound	-	-
Sprint	-	-
Swim	-	-
Weapon, Specific	Fangs: + 30 Claws: + 10	Fangs: + 30 Claws: + 10
Wrestling	-	-

Giant, Ice

A giant is also known as jotan, joten, jotun, and jotunn. Female giants are known as gygr. Gygr are renowned for their beauty. Giants resemble strong humans who are twice as tall. Unlike humans, however, giants are related to elements. All giants belong to 1 of 2 races: ice or mountain.

Giants live in remote areas. Sometimes, giants are aggressive and fearsome, but at other times they are friendly and hospitable. All giants have rough and unrefined manners. When they are not quarreling with each other, giants enjoy building, feasting, and drinking.

Although giants are much stronger than humans, they have a much smaller ratio of Strength to weight. Therefore, when a giant exerts full energy and attempts to Sprint, it appears to others as though the giant is not even jogging, but merely walking.

The lifestyle of a giant is barbaric. Giants never abandon their family. Communities of giants are never larger than 2 families. Occupations include bandit, berserker, blacksmith, brewer, cook, cowherd, gardener, gladiator, shepherd, swineherd, and trapper.

Families of giants do not make alliances with smaller humanoids, but generally prefer to avoid them. Many giants are aware that other humanoids have much larger populations. Although giants are bold, some realize that they are close to extinction.

Ice giants are also called frost giants, hrimthurses, or thursar. The skin of ice giants has a blueish hue. Their hair appears either red or blonde, but also with a bluish hue. All ice giants have blue eyes. It has been reported that the erect Manhood of an ice giant is purplish-blue, and cold to the touch. Ice giants are immune to freezing damage and cannot be frostbitten. Rumors exist that ice giants were the first race of giants. Ice giants are found only in the arctic, where each family dwells in towers of ice. Ice giants are expert fishermen.

Body		
Body	Average Male	Average Female
Lifespan	160	160
Height/Length	12'	10'
Weight	1,600	721
BMI	54*	35*
Skin Color	bluish flesh	bluish flesh
Hair Color	red/blonde w/blue	red/blonde w/blue
Eye Color	blue	blue
Breadth	72"	60"
Vision	Normal	Normal

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	268	186
Physical Fitness	105	95
Strength	702	378
Bodily Attractiveness	116	123
Health	150	150
CHARISMA	108	87
Facial	103	110
Vocal	200	100
Kinetic	80	90
Rhetorical	50	50
DEXTERITY	55	55
Hand-Eye Coordination	70	70
Agility	50	50
Reaction Speed	70	70
Enunciation	30	30
INTELLIGENCE	59	57
Language	44	45
Math	36	33
Analytic	50	50
Spatial	108	101
WISDOM	98	101
Drive	102	98
Intuition	95	105
Common Sense	100	100
Reflection	96	104

Body Parts			
Body Part	1d100	Proportion	BPP
Foot, Left	1	.01	3
Foot, Right	2	.01	3
Leg, Lower, Left	3-6	.04	14
Leg, Lower, Right	7-10	.04	14
Leg, Upper, Left	11-18	.08	29
Leg, Upper, Right	19-26	.08	29
Groin	27	.01	3
Torso, Lower	28-48	.21	76
Torso, Upper	49-70	.22	80
Hand, Left	71	.01	3
Hand, Right	72	.01	3
Arm, Lower, Left	73-76	.04	14
Arm, Lower, Right	77-80	.04	14
Arm, Upper, Left	81-86	.06	21
Arm, Upper, Right	87-92	.06	21
Face	93-94	.02	3
Head	95-100	.06	21

Skills		
Skills	Average Male	Average Female
Aim	+ 10	+ 10
Balance	+ 5	+ 5
Brawling	+ 10	+ 10
Catching	-	-
Climb	+ 5	+ 5
Direction Sense	-	-
Hide	-	-
Hunting	-	-
Hurl	+ 10	+ 10
Jump	-	-
Search	-	-
Sight	-	-
Silence	-	-
Smell	-	-
Sound	-	-
Sprint	-	-
Swim	-	-
Weapon, Specific	+ 10	+ 10
Wrestling	+ 10	+ 10

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	NN	NN
Temperament	CM	MC
Occupations	Special	Special
Sprint	75 (walking special)	75 (walking special)
Life Points	122	100
Current Armor	15	15
Armor	-	-
Weapons	Awl pike or other polearms	Awl pike or other polearms
Treasure	-/-/-	-/-/-
Languages	Sapien	
Religions	-	
Climate/Biome	Arctic	
Activity Cycle	Diurnal	

Giant, Mountain

A giant is also known as jotan, joten, jotun, and jotunn. Female giants are known as gygr. Gygr are renowned for their beauty. Giants resemble strong humans who are twice as tall. Unlike humans, however, giants are related to elements. All giants belong to 1 of 2 races: ice or mountain.

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Families of giants do not make alliances with smaller humanoids, but generally prefer to avoid them. Many giants are aware that other humanoids have much larger populations. Although giants are bold, some realize that they are close to extinction.

Mountain giants are also called bergbui or mountain dwellers, or bergriser or cliff giants. Mountain giants are found only in hills or mountains, where each family dwells in a tower made of stone. Mountain giants are expert gardeners, but often descend from their mountain to raid livestock.

Body		
Body	Average Male	Average Female
Lifespan	160	160
Height/Length	12'	10'
Weight	1,600	721
BMI	54*	35*
Skin Color	tan	tan
Hair Color	brown	brown
Eye Color	brown	brown
Breadth	72"	60"
Vision	Normal	Normal

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	268	186
Physical Fitness	105	95
Strength	702	378
Bodily Attractiveness	116	123
Health	150	150
CHARISMA	108	87
Facial	103	110
Vocal	200	100
Kinetic	80	90
Rhetorical	50	50
DEXTERITY	55	55
Hand-Eye Coordination	70	70
Agility	50	50
Reaction Speed	70	70
Enunciation	30	30
INTELLIGENCE	59	57
Language	44	45
Math	36	33
Analytic	50	50
Spatial	108	101
WISDOM	98	101
Drive	102	98
Intuition	95	105
Common Sense	100	100
Reflection	96	104

Body Parts			
Body Part	1d100	Proportion	BPP
Foot, Left	1	.01	3
Foot, Right	2	.01	3
Leg, Lower, Left	3-6	.04	14
Leg, Lower, Right	7-10	.04	14
Leg, Upper, Left	11-18	.08	29
Leg, Upper, Right	19-26	.08	29
Groin	27	.01	3
Torso, Lower	28-48	.21	76
Torso, Upper	49-70	.22	80
Hand, Left	71	.01	3
Hand, Right	72	.01	3
Arm, Lower, Left	73-76	.04	14
Arm, Lower, Right	77-80	.04	14
Arm, Upper, Left	81-86	.06	21
Arm, Upper, Right	87-92	.06	21
Face	93-94	.02	3
Head	95-100	.06	21

Skills		
Skills	Average Male	Average Female
Aim	+ 10	+ 10
Balance	+ 5	+ 5
Brawling	+ 10	+ 10
Catching	-	-
Climb	+ 10	+ 10
Direction Sense	-	-
Hide	-	-
Hunting	+ 10	+ 10
Hurl	+ 10	+ 10
Jump	-	-
Search	-	-
Sight	-	-
Silence	-	-
Smell	-	-
Sound	-	-
Sprint	-	-
Swim	-	-
Weapon, Specific	+ 10	+ 10
Wrestling	+ 10	+ 10

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	NN	NN
Temperament	CM	MC
Occupations	Special	Special
Sprint	75 (walking special)	75 (walking special)
Life Points	122	100
Current Armor	15	15
Armor	-	-
Weapons	Awl pike or other polearms	Awl pike or other polearms
Treasure	-/-/-	-/-/-
Languages	Sapien	
Religions	-	
Climate/Biome	Subarctic, Temperate, Subtropical	
Activity Cycle	Diurnal	

Gnome

This humanoid species looks similar to dwarves, but are more rare. Gnomes are small and stocky, and the only ones reported have appeared as older males, though females must exist.

Gnomes dwell deep within the earth, far below dwarves or kobolds, who usually remain close to the surface such as within a mountain. Gnomes enjoy mining as much as kobolds, though there are few mines of gnomes because gnomes have small populations. Like kobolds, gnomes are immune to the dangerous fumes in mines.

At will, a gnome may appear as rock and blend in with their mines. This is not transmogrification, but merely an illusion which is 99.9% believable. Within their mines, gnomes guard

treasure. If another race discovers the mines of gnomes, then the gnomes will cover as much treasure as possible and then appear as rock. When the trespassers have left, the gnomes will take as much of their treasure with them as possible, and appear as rock whenever another race is present.

If gnomes encounter another race or creature, and the gnomes believe that they are superior in numbers or Strength, then the gnomes are malicious, not friendly. In daily life, gnomes are greedy and miserable.

Although gnomes are similar to dwarves in appearance, they differ in many ways. Gnomes do not turn to stone in sunlight, and they are unable to shape-shift.

Body		
Body	Average Male	Average Female
Lifespan	60	60
Height/Length	48"	48"
Weight	100	90
BMI	32	30
Skin Color	Pale	Pale
Hair Color	White	White
Eye Color	Black	Black
Breadth	28"	28"
Vision	LLV	LLV

Body Parts			
Body Part	1d100	Proportion	BPP
Foot, Left	1	.01	1
Foot, Right	2	.01	1
Leg, Lower, Left	3-6	.04	3
Leg, Lower, Right	7-10	.04	3
Leg, Upper, Left	11-18	.08	6
Leg, Upper, Right	19-26	.08	6
Groin	27	.01	1
Torso, Lower	28-48	.21	16
Torso, Upper	49-70	.22	17
Hand, Left	71	.01	1
Hand, Right	72	.01	1
Arm, Lower, Left	73-76	.04	3
Arm, Lower, Right	77-80	.04	3
Arm, Upper, Left	81-86	.06	4
Arm, Upper, Right	87-92	.06	4
Face	93-94	.02	1
Head	95-100	.06	4

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	NI	NI
Temperament	MP	MP
Occupations	Miner	Miner
Sprint	56	54
Life Points	26	19
Current Armor	10	10
Armor	-	-
Weapons	Military Pick, H.	Military Pick, H.
Treasure	(+15/+15/+15)	(+15/+15/+15)
Languages	Dwarven	
Religions	-	
Climate/Biome	Subterranean	
Activity Cycle	Nocturnal	

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	104	88
Physical Fitness	94	85
Strength	130	70
Bodily Attractiveness	82	87
Health	110	110
CHARISMA	95	96
Facial	82	87
Vocal	100	100
Kinetic	100	100
Rhetorical	100	100
DEXTERITY	100	100
Hand-Eye Coordination	105	105
Agility	95	95
Reaction Speed	100	100
Enunciation	100	100
INTELLIGENCE	104	102
Language	98	102
Math	103	97
Analytic	105	105
Spatial	113	106
WISDOM		
Drive	112	107
Intuition	95	105
Common Sense	110	110
Reflection	96	104

Skills		
Skills	Average Male	Average Female
Aim	-	-
Balance	-	-
Brawling	-	-
Catching	-	-
Climb	+ 10	+ 10
Direction Sense	+ 20	+ 20
Hide	+ 10	+ 10
Hunting	-	-
Hurl	-	-
Jump	-	-
Search	+ 20	+ 20
Sight	-	-
Silence	+ 20	+ 20
Smell	-	-
Sound	+ 10	+ 10
Sprint	-	-
Swim	-	-
Weapon, Specific	+ 10	+ 10
Wrestling	-	-

Goblin

A goblin is a small and rare humanoid who is grotesque, nocturnal, and malicious to humanoid adults, though friendly to children. Reports of goblins always describe them with gray hair and beards. Although females exist for the race, they have never been seen. Other names for a goblin include gobblin, gobelin, gobeline, gobling, and goblyn.

Goblin families are small and reside in remote locations. When male goblins reach adulthood and have produced offspring, they abandon their family and seek a humanoid family to secretly live with, usually human, and play pranks on the adults. When female goblins reach adulthood, they raise offspring and continue to seek mates until death. Female goblins never attempt to live with a human family.

Male goblins are drawn to human families that have young children. Dogs and other domesticated pets ignore goblins. While a male goblin lives with a human family, he will value children and bring them gifts for good behavior until they are larger than 3 feet tall. However, goblins play pranks on adults, including making noises, leaving kitchens and furniture in disarray, and scaring horses in stables. Aside from killing the goblin, there is only 1 way of getting rid of him: Humans cover their floors with flax seed. Upon seeing the flax seeds, the goblin is compelled to pick them up 1 by 1, but is unable to finish by dawn. The goblin will give up and find another family with children.

Body		
Body	Average Male	Average Female
Lifespan	10	10
Height/Length	24"	22"
Weight	7	4
BMI	8*	5*
Skin Color	Pale	Pale
Hair Color	Gray w/beard	Gray w/beard
Eye Color	Yellow	Yellow
Breadth	12"	12"
Vision	LLV	LLV

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	74	73
Physical Fitness	120	120
Strength	17	8
Bodily Attractiveness	60	65
Health	100	100
CHARISMA	70	71
Facial	70	75
Vocal	70	70
Kinetic	70	70
Rhetorical	70	70
DEXTERITY	155	155
Hand-Eye Coordination	140	140
Agility	220	220
Reaction Speed	100	100
Enunciation	160	160
INTELLIGENCE	80	79
Language	80	81
Math	80	79
Analytic	80	80
Spatial	80	79
WISDOM	95	96
Drive	100	95
Intuition	100	105
Common Sense	80	80
Reflection	100	105

Body Parts			
Body Part	1d100	Proportion	BPP
Foot, Left	1	.01	1
Foot, Right	2	.01	1
Leg, Lower, Left	3-6	.04	1
Leg, Lower, Right	7-10	.04	1
Leg, Upper, Left	11-18	.08	1
Leg, Upper, Right	19-26	.08	1
Groin	27	.01	1
Torso, Lower	28-48	.21	2
Torso, Upper	49-70	.22	2
Hand, Left	71	.01	1
Hand, Right	72	.01	1
Arm, Lower, Left	73-76	.04	1
Arm, Lower, Right	77-80	.04	1
Arm, Upper, Left	81-86	.06	1
Arm, Upper, Right	87-92	.06	1
Face	93-94	.02	1
Head	95-100	.06	1

Skills		
Skills	Average Male	Average Female
Aim	-	-
Balance	-	-
Brawling	-	-
Catching	-	-
Climb	-	-
Direction Sense	-	-
Hide	-	-
Hunting	-	-
Hurl	-	-
Jump	-	-
Search	-	-
Sight	-	-
Silence	-	-
Smell	-	-
Sound	-	-
Sprint	-	-
Swim	-	-
Weapon, Specific	-	-
Wrestling	-	-

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	NN	NN
Temperament	CS	SC
Occupations		
Sprint	28	22
Life Points	4	3
Current Armor	10	10
Armor	-	-
Weapons	-	-
Treasure	-	-
Languages		
Religions		
Climate/Biome	Temperate	
Activity Cycle	Nocturnal	

Horse, Destrier

Horses are organized according to purpose, not breed. When characters talk of the height of a horse, they never mean from the ground to the top of its head (although this is precisely the measure in the tables on the right). Instead, they measure the height of a horse from the ground to the highest point of its back, before the neck begins. This measurement is discussed in terms of “hands”, and each hand represents 4 inches. Thus, a horse with its back 4 feet above the ground is said to be 12 hands tall.

To calculate a horse’s weight, measure its chest circumference and the horse’s length from the chest back, not including the tail. Apply the following formula:

$$\{[(\text{Circ}^2 \times \text{Length}) / 300] + 50\}$$

All horses can pull a number of pounds equal to 1.6 times the weight of the horse. A horse can only carry a rider who weighs less than 33% of the horse’s weight. To survive, horses eat grain and drink water. All domesticated horses wear horseshoes, which protect their hooves.

A destrier is a warhorse. It is an uncomfortable mount outside of combat. Humans are the only humanoid race to use destriers. Other surface-dwelling humanoids such as bugbears are too heavy for the back of a destrier. All human knights must own destriers. In peaceful times, a knight rides a palfrey.

A destrier is trained for war, and almost always wear bardings.

Body			Abilities		
Body	Average Male	Average Female	Ability	Avg. Male	Avg. Female
Lifespan	24	24	PHYSIQUE	427	427
Height/Length	78"/84"	78"/84"	Physical Fitness	80	80
Weight	700	700	Strength	240	240
BMI	69*	69*	Bodily Attractiveness	80	80
Skin Color	Brown	Brown	Health	150	150
Hair Color	Brown	Brown	CHARISMA	47	47
Eye Color	Brown	Brown	Facial	70	70
Breadth	30"	30"	Vocal	20	20
Vision	Normal	Normal	Kinetic	100	100
Body Parts			Rhetorical	1	1
Body Part	1d100	Proportion	DEXTERITY	51	51
Hoof, Rear, Left	1	.01	Hand-Eye Coordination	20	20
Hoof, Rear, Right	2	.01	Agility	85	85
Leg, Rear, Lower, Left	3-4	.02	Reaction Speed	100	100
Leg, Rear, Lower, Right	5-6	.02	Enunciation	1	1
Leg, Rear, Upper, Left	7-8	.02	INTELLIGENCE	10	10
Leg, Rear, Upper, Right	9-10	.02	Language	10	10
Tail	11	.01	Math	10	10
Groin	12	.01	Analytic	10	10
Torso, Lower	13-42	.30	Spatial	10	10
Torso, Upper	43-81	.38	WISDOM	107	107
Hoof, Front, Left	82	.01	Drive	150	150
Hoof, Front, Right	83	.01	Intuition	100	100
Leg, Front, Lower, Left	84-85	.02	Common Sense	100	100
Leg, Front, Lower, Right	86-87	.02	Reflection	80	80
Leg, Front, Upper, Left	88-89	.02			
Leg, Front, Upper, Right	90-91	.02			
Face	92-95	.03			
Head	95-100	.06			
Miscellaneous			Skills		
Misc.	Average Male	Average Female	Skills	Average Male	Average Female
Disposition	NN	NN	Aim	-	-
Temperament	CP	CP	Balance	-	-
Occupations	-	-	Brawling	-	-
Sprint	132	132	Catching	-	-
Life Points	71	71	Climb	-	-
Current Armor	11	11	Direction Sense	-	-
Armor	-	-	Hide	-	-
Weapons	Bite: (2d10) Hooves: (3d10)	Bite: (2d10) Hooves: (3d10)	Hunting	-	-
Treasure	-	-	Hurl	-	-
Languages	-		Jump	+ 5	+ 5
Religions	-		Search	-	-
Climate/Biome	Subarctic, Temperate, Subtropical		Sight	-	-
Activity Cycle	Diurnal		Silence	-	-

Horse, Draft

Horses are organized according to purpose, not breed. When characters talk of the height of a horse, they never mean from the ground to the top of its head (although this is precisely the measure in the tables on the right). Instead, they measure the height of a horse from the ground to the highest point of its back, before the neck begins. This measurement is discussed in terms of “hands”, and each hand represents 4 inches. Thus, a horse with its back 4 feet above the ground is said to be 12 hands tall.

To calculate a horse’s weight, measure its chest circumference and the horse’s length from the chest back, not including the tail. Apply the following formula:

$$\{[(\text{Circ}^2 \times \text{Length}) / 300] + 50\}$$

All horses can pull a number of pounds equal to 1.6 times the weight of the horse. A horse can only carry a rider who weighs less than 33% of the horse’s weight. To survive, horses eat grain and drink water. All domesticated horses wear horseshoes, which protect their hooves.

A draft horse is a beast of burden. Draft horses are bred to be strong and pull weight. They are unsuitable and inferior warhorses. Large and strong, draft horses are slow and unable to carry large characters wearing armor. Instead, draft horses are bred to be steady and pull heavy objects such as a plow or heavy wagons.

Body		
Body	Average Male	Average Female
Lifespan	22	22
Height/Length	78"/84"	78"/84"
Weight	1,000	1,000
BMI	99*	99*
Skin Color	Brown	Brown
Hair Color	Brown	Brown
Eye Color	Brown	Brown
Breadth	30"	30"
Vision	Normal	Normal

Body Parts			
Body Part	1d100	Proportion	BPP
Hoof, Rear, Left	1	.01	2
Hoof, Rear, Right	2	.01	2
Leg, Rear, Lower, Left	3-4	.02	4
Leg, Rear, Lower, Right	5-6	.02	4
Leg, Rear, Upper, Left	7-8	.02	4
Leg, Rear, Upper, Right	9-10	.02	4
Tail	11	.01	2
Groin	12	.01	2
Torso, Lower	13-42	.30	80
Torso, Upper	43-81	.38	91
Hoof, Front, Left	82	.01	2
Hoof, Front, Right	83	.01	2
Leg, Front, Lower, Left	84-85	.02	4
Leg, Front, Lower, Right	86-87	.02	4
Leg, Front, Upper, Left	88-89	.02	4
Leg, Front, Upper, Right	90-91	.02	4
Face	92-95	.03	7
Head	95-100	.06	14

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	NN	NN
Temperament	CP	CP
Occupations	-	-
Sprint	88	88
Life Points	80	80
Current Armor	11	11
Armor	-	-
Weapons	Bite: (2d10) Hooves: (3d10)	Bite: (2d10) Hooves: (3d10)
Treasure	-	-
Languages	-	
Religions	-	
Climate/Biome	Subarctic, Temperate, Subtropical	
Activity Cycle	Diurnal	

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	427	427
Physical Fitness	80	80
Strength	345	345
Bodily Attractiveness	80	80
Health	150	150
CHARISMA	47	47
Facial	70	70
Vocal	20	20
Kinetic	100	100
Rhetorical	1	1
DEXTERITY	50	50
Hand-Eye Coordination	20	20
Agility	80	80
Reaction Speed	100	100
Enunciation	1	1
INTELLIGENCE	10	10
Language	10	10
Math	10	10
Analytic	10	10
Spatial	10	10
WISDOM	107	107
Drive	150	150
Intuition	100	100
Common Sense	100	100
Reflection	80	80

Skills		
Skills	Average Male	Average Female
Aim	-	-
Balance	-	-
Brawling	-	-
Catching	-	-
Climb	-	-
Direction Sense	-	-
Hide	-	-
Hunting	-	-
Hurl	-	-
Jump	-	-
Search	-	-
Sight	-	-
Silence	-	-
Smell	-	-
Sound	-	-
Sprint	-	-
Swim	-	-
Weapon, Specific	+ 5 + 5	+ 5 + 5
Wrestling	-	-

Horse, Palfrey

Horses are organized according to purpose, not breed. When characters talk of the height of a horse, they never mean from the ground to the top of its head (although this is precisely the measure in the tables on the right). Instead, they measure the height of a horse from the ground to the highest point of its back, before the neck begins. This measurement is discussed in terms of “hands”, and each hand represents 4 inches. Thus, a horse with its back 4 feet above the ground is said to be 12 hands tall.

To calculate a horse’s weight, measure its chest circumference and the horse’s length from the chest back, not including the tail. Apply the following formula:

$$\{[(\text{Circ}^2 \times \text{Length}) / 300] + 50\}$$

All horses can pull a number of pounds equal to 1.6 times the weight of the horse. A horse can only carry a rider who weighs less than 33% of the horse’s weight. To survive, horses eat grain and drink water. All domesticated horses wear horseshoes, which protect their hooves.

A palfrey is a well-bred horse that is suitable both for war and travel. Characters of high social class prefer a palfrey. A palfrey is a short-legged, long-bodied horse that has a gentle amble for a gait. The smooth ride afforded by the palfrey also makes it a suitable mount for the wounded or aged who might have difficulty mounting and riding a taller horse.

Body			Abilities		
Body	Average Male	Average Female	Ability	Avg. Male	Avg. Female
Lifespan	25	25	PHYSIQUE	427	427
Height/Length	67"/71"	67"/71"	Physical Fitness	80	80
Weight	600	600	Strength	210	210
BMI	83*	83*	Bodily Attractiveness	80	80
Skin Color	Brown	Brown	Health	150	150
Hair Color	Brown	Brown	CHARISMA	47	47
Eye Color	Brown	Brown	Facial	70	70
Breadth	25"	25"	Vocal	20	20
Vision	Normal	Normal	Kinetic	100	100
Body Parts			Rhetorical	1	1
Body Part	1d100	Proportion	DEXTERITY	52	52
Hoof, Rear, Left	1	.01	Hand-Eye Coordination	20	20
Hoof, Rear, Right	2	.01	Agility	90	90
Leg, Rear, Lower, Left	3-4	.02	Reaction Speed	100	100
Leg, Rear, Lower, Right	5-6	.02	Enunciation	1	1
Leg, Rear, Upper, Left	7-8	.02	INTELLIGENCE	10	10
Leg, Rear, Upper, Right	9-10	.02	Language	10	10
Tail	11	.01	Math	10	10
Groin	12	.01	Analytic	10	10
Torso, Lower	13-42	.30	Spatial	10	10
Torso, Upper	43-81	.38	WISDOM	107	107
Hoof, Front, Left	82	.01	Drive	150	150
Hoof, Front, Right	83	.01	Intuition	100	100
Leg, Front, Lower, Left	84-85	.02	Common Sense	100	100
Leg, Front, Lower, Right	86-87	.02	Reflection	80	80
Leg, Front, Upper, Left	88-89	.02			
Leg, Front, Upper, Right	90-91	.02			
Face	92-95	.03			
Head	95-100	.06			
Miscellaneous			Skills		
Misc.	Average Male	Average Female	Skills	Average Male	Average Female
Disposition	NN	NN	Aim	-	-
Temperament	CP	CP	Balance	-	-
Occupations	-	-	Brawling	-	-
Sprint	154	154	Catching	-	-
Life Points	68	68	Climb	-	-
Current Armor	11	11	Direction Sense	-	-
Armor	-	-	Hide	-	-
Weapons	Bite: (2d10) Hooves: (3d10)	Bite: (2d10) Hooves: (3d10)	Hunting	-	-
Treasure	-	-	Hurl	-	-
Languages	-		Jump	+ 5	+ 5
Religions	-		Search	-	-
Climate/Biome	Subarctic, Temperate, Subtropical		Sight	-	-
Activity Cycle	Diurnal		Silence	-	-

Horse, Rouncy

Horses are organized according to purpose, not breed. When characters talk of the height of a horse, they never mean from the ground to the top of its head (although this is precisely the measure in the tables on the right). Instead, they measure the height of a horse from the ground to the highest point of its back, before the neck begins. This measurement is discussed in terms of “hands”, and each hand represents 4 inches. Thus, a horse with its back 4 feet above the ground is said to be 12 hands tall.

To calculate a horse’s weight, measure its chest circumference and the horse’s length from the chest back, not including the tail. Apply the following formula:

$$\{[(\text{Circ}^2 \times \text{Length}) / 300] + 50\}$$

All horses can pull a number of pounds equal to 1.6 times the weight of the horse. A horse can only carry a rider who weighs less than 33% of the horse’s weight. To survive, horses eat grain and drink water. All domesticated horses wear horseshoes, which protect their hooves.

A rouncy is a common horse of no particular breed or training. Rouncies are work horses, and do the bulk of labor, though they are suitable as simple riding horses as well. Unlike a draft horse, a rouncy cannot pull heavy loads.

Body		
Body	Average Male	Average Female
Lifespan	23	23
Height/Length	67"/71"	67"/71"
Weight	700	700
BMI	97*	97*
Skin Color	Brown	Brown
Hair Color	Brown	Brown
Eye Color	Brown	Brown
Breadth	25"	25"
Vision	Normal	Normal

Body Parts			
Body Part	1d100	Proportion	BPP
Hoof, Rear, Left	1	.01	2
Hoof, Rear, Right	2	.01	2
Leg, Rear, Lower, Left	3-4	.02	4
Leg, Rear, Lower, Right	5-6	.02	4
Leg, Rear, Upper, Left	7-8	.02	4
Leg, Rear, Upper, Right	9-10	.02	4
Tail	11	.01	2
Groin	12	.01	2
Torso, Lower	13-42	.30	63
Torso, Upper	43-81	.38	80
Hoof, Front, Left	82	.01	2
Hoof, Front, Right	83	.01	2
Leg, Front, Lower, Left	84-85	.02	4
Leg, Front, Lower, Right	86-87	.02	4
Leg, Front, Upper, Left	88-89	.02	4
Leg, Front, Upper, Right	90-91	.02	4
Face	92-95	.03	6
Head	95-100	.06	12

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	NN	NN
Temperament	CP	CP
Occupations	-	-
Sprint	110	110
Life Points	71	71
Current Armor	11	11
Armor	-	-
Weapons	Bite: (2d10) Hooves: (3d10)	Bite: (2d10) Hooves: (3d10)
Treasure	-	-
Languages	-	
Religions	-	
Climate/Biome	Subarctic, Temperate, Subtropical	
Activity Cycle	Diurnal	

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	427	427
Physical Fitness	80	80
Strength	240	240
Bodily Attractiveness	80	80
Health	150	150
CHARISMA	47	47
Facial	70	70
Vocal	20	20
Kinetic	100	100
Rhetorical	1	1
DEXTERITY	50	50
Hand-Eye Coordination	20	20
Agility	80	80
Reaction Speed	100	100
Enunciation	1	1
INTELLIGENCE	10	10
Language	10	10
Math	10	10
Analytic	10	10
Spatial	10	10
WISDOM	107	107
Drive	150	150
Intuition	100	100
Common Sense	100	100
Reflection	80	80

Skills		
Skills	Average Male	Average Female
Aim	-	-
Balance	-	-
Brawling	-	-
Catching	-	-
Climb	-	-
Direction Sense	-	-
Hide	-	-
Hunting	-	-
Hurl	-	-
Jump	-	-
Search	-	-
Sight	-	-
Silence	-	-
Smell	-	-
Sound	-	-
Sprint	-	-
Swim	-	-
Weapon, Specific	+ 5 + 5	+ 5 + 5
Wrestling	-	-

Leprechaun

A leprechaun is a small elf-like race that is also called lubberkin, lubrican, luchorpan, or lupracan. Reports of leprechauns always include descriptions of gray-bearded faces with pointy noses and twinkling eyes. Sometimes leprechauns are reported to wear all green clothes, though others are reported to wear a red jacket with silver buttons, brown pants, black shoes with silver buckles, and a high hat. In either case, leprechauns are usually discovered while wearing an apron and mending a shoe with a little hammer. The tapping with the hammer usually gives away the presence of the leprechaun.

Almost all leprechauns have a treasure hoard. How they acquire the treasure is a mystery. Leprechauns jealously guard their treasure and will kill another character to keep secret its location.

Some scholars argue that leprechauns are related to elves, though others assert that they must be related to dwarves. Proponents of the elf-theory suggest their size and stature, while proponents of the dwarf-theory support their argument with the fact that leprechauns have beards, hoard treasure, and that the origin of the name luchorpan, meaning little body, is also related to dwarves, not elves. Most characters do not believe that leprechauns are related either to dwarves or elves, but are their own race. Some characters associate leprechauns with rainbows, and fruitlessly chase rainbows hoping to find a fabled pot of gold.

Body		
Body	Average Male	Average Female
Lifespan	40	44
Height/Length	48"	48"
Weight	53	49
BMI	16	15*
Skin Color	Pale	Pale
Hair Color	Gray	Gray
Eye Color	Gray	Gray
Breadth	24"	24"
Vision	Normal	Normal

Body Parts			
Body Part	1d100	Proportion	BPP
Foot, Left	1	.01	1
Foot, Right	2	.01	1
Leg, Lower, Left	3-6	.04	1
Leg, Lower, Right	7-10	.04	1
Leg, Upper, Left	11-18	.08	3
Leg, Upper, Right	19-26	.08	3
Groin	27	.01	1
Torso, Lower	28-48	.21	8
Torso, Upper	49-70	.22	8
Hand, Left	71	.01	1
Hand, Right	72	.01	1
Arm, Lower, Left	73-76	.04	1
Arm, Lower, Right	77-80	.04	1
Arm, Upper, Left	81-86	.06	2
Arm, Upper, Right	87-92	.06	2
Face	93-94	.02	1
Head	95-100	.06	2

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	UN	UN
Temperament	SM	MS
Occupations	Cobbler	Cook Chambermaid
Sprint	46	45
Life Points	14	10
Current Armor	10	10
Armor	-	-
Weapons	-	-
Treasure	(+10/+10/+10)	(+10/+10/+10)
Languages	Dwarven, Elven, Sapien	
Religions	-	
Climate/Biome	Temperate	
Activity Cycle	Diurnal	

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	96	92
Physical Fitness	110	105
Strength	61	39
Bodily Attractiveness	105	115
Health	110	110
CHARISMA	107	108
Facial	108	112
Vocal	110	110
Kinetic	110	110
Rhetorical	100	100
DEXTERITY	105	105
Hand-Eye Coordination	110	110
Agility	105	105
Reaction Speed	100	100
Enunciation	105	105
INTELLIGENCE	100	100
Language	100	100
Math	100	100
Analytic	100	100
Spatial	100	100
WISDOM	106	107
Drive	108	103
Intuition	105	110
Common Sense	110	110
Reflection	103	108

Skills		
Skills	Average Male	Average Female
Aim	-	-
Balance	-	-
Brawling	-	-
Catching	-	-
Climb	-	-
Direction Sense	-	-
Hide	-	-
Hunting	-	-
Hurl	-	-
Jump	-	-
Search	-	-
Sight	-	-
Silence	-	-
Smell	-	-
Sound	-	-
Sprint	-	-
Swim	-	-
Weapon, Specific	-	-
Wrestling	-	-

Nymph

A nymph is a beautiful female who appears to be human, but has a lifespan of 5,000 years. Male nymphs do not exist. Each nymph is created by a human god, but the reason is unknown. Nymphs always appear to be in the pubescent or young adult stage of lifespan. Age does not spoil the beauty of a nymph, so her hair does not become thin, breasts never sag, she cannot become pregnant, and her appetite is always small so that she never becomes fat. However, the sexual appetite of a nymph is rarely satisfied, and nymphs always have high Debauchery.

Everything about a nymph suggests sex to males who see her. The waist of a nymph is amazingly about half the circumference of her hips, her breasts are always large and round, nipples always point toward the sky, her outer vaginal lips always cover her inner vaginal lips, the lips on her face are full, her nose is small, and hair is full and always at least as long as the middle of her back. Unlike most humans, the pubic hair of a nymph usually covers only a small area, or none exists at all.

Any humanoid male who sees a nymph and is within 3d100 feet must pass a Drive sub-ability check at TH 50 or be compelled to attempt to seduce the nymph. All nymphs have a bonus of 50 to Sexual Adeptness, Fellatio, Orgasm Control, and Positions. No matter how many times the nymph has sex, her Anal Circumference Potential or Vaginal Circumference Potential never expands, and always achieves perfect Tightness, regardless of the size of the Manhood she accommodates. During sex, a nymph moans genuinely with every touch of the male. If she has a Debauchery higher than 50, then she expresses herself with vulgar language, often to the liking of the male, no matter how moral.

Nymphs frequently play musical instruments -- especially Manhood-shaped flutes, dance, and act dramatically. When talking to a male, a nymph giggles at everything said by the male, regardless of the quality or sincerity of his words. When males are not present, a nymph is either eating, exercising, masturbating, or sleeping.

Any female humanoid may be called a nymphomaniac who believes she needs so much sex that it interferes with her daily life. Nymphomania is

named appropriately after nymphs, who never seem to get enough sex. At first, when a male seduces a nymph the opportunity of ideal sex seems like a fantasy. However, it will quickly become apparent to him that her appetite is never satisfied, and she will attempt to coerce an erection long after it becomes impossible from repeated ejaculation. This continual coaxing becomes irritating in time, and the male will be unable to sleep while she continues to coax his Manhood.

Although nymphs crave males for sex, they always refuse mysteriously to venture near civilization in any form, and usually reside in a forest.

Body		
Body	Average Male	Average Female
Lifespan	-	5,000
Height/Length	-	64"
Weight	-	110
BMI	-	18
Skin Color	-	Pale
Hair Color	-	Brown
Eye Color	-	Brown
Breadth	-	32"
Vision	-	Normal

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	-	200
Physical Fitness	-	130
Strength	-	70
Bodily Attractiveness	-	300
Health	-	300
CHARISMA		
Facial	-	300
Vocal	-	300
Kinetic	-	300
Rhetorical	-	300
DEXTERITY		
Hand-Eye Coordination	-	100
Agility	-	100
Reaction Speed	-	100
Enunciation	-	100
INTELLIGENCE		
Language	-	102
Math	-	97
Analytic	-	100
Spatial	-	97
WISDOM		
Drive	-	95
Intuition	-	105
Common Sense	-	100
Reflection	-	105

Body Parts			
Body Part	1d100	Proportion	BPP
Foot, Left	1	.01	1
Foot, Right	2	.01	1
Leg, Lower, Left	3-6	.04	1
Leg, Lower, Right	7-10	.04	1
Leg, Upper, Left	11-18	.08	7
Leg, Upper, Right	19-26	.08	7
Groin	27	.01	1
Torso, Lower	28-48	.21	20
Torso, Upper	49-70	.22	21
Hand, Left	71	.01	1
Hand, Right	72	.01	1
Arm, Lower, Left	73-76	.04	3
Arm, Lower, Right	77-80	.04	3
Arm, Upper, Left	81-86	.06	5
Arm, Upper, Right	87-92	.06	5
Face	93-94	.02	1
Head	95-100	.06	5

Skills		
Skills	Average Male	Average Female
Aim	-	-
Balance	-	-
Brawling	-	-
Catching	-	-
Climb	-	-
Direction Sense	-	-
Hide	-	-
Hunting	-	-
Hurl	-	-
Jump	-	-
Search	-	-
Sight	-	-
Silence	-	-
Smell	-	-
Sound	-	-
Sprint	-	-
Swim	-	-
Weapon, Specific	-	-
Wrestling	-	-

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	-	UI
Temperament	-	SM
Occupations	-	Whore
Sprint	-	63
Life Points	-	32
Current Armor	-	10
Armor	-	-
Weapons	-	-
Treasure	-	-
Languages	Sapien	
Religions	-	
Climate/Biome	Subarctic, Temperate, Subtropical	
Activity Cycle	Diurnal	

Satyr

A satyr is a creature that appears to be a hairy human, except that he has the legs of a goat. Female satyrs do not exist. Each satyr is created by a human god, but the reason is unknown. Satyrs always appear to be in the young adult or middle age stage of lifespan. The facial features of a satyr are pronounced, with large and wide noses, large brows, eyes, thick beards, wild hair, big lips, and small horns. Though many females criticize satyrs and their features, most are attracted sexually to satyrs, though if asked they would deny it. Of most renown, satyrs have Manhoods that average 1.5 times the size of what would be expected for their height.

Satyrs are very male, and are considered the male counterpart of nymphs. Satyrs prefer nymphs to all other females. All satyrs have high Debauchery, enjoy inebriation and aggression, and pursue females whenever seen. Somehow, a satyr always has a full scrotum (SF 100), even moments after ejaculation. For this reason, a satyr is able to continue with his Manhood after other humanoid males would become unable.

Any humanoid female who sees a nymph and is within 3d100 feet must pass a Drive sub-ability check at TH 50 or be compelled to attempt to seduce the satyr. All satyrs have a bonus of 50 to Sexual Adeptness, Cunnilingus, Ejaculation Control, and Positions. During sex, a satyr bellows genuinely with every touch of the female, and expresses himself with vulgar language, often to the liking of the female, no matter how moral.

Satyrs frequently play flutes, pranks, and cause trouble. While a satyr plays a flute, the vagina of any female within 3d100 feet becomes moist. When talking to a female, a satyr often adjusts his testicles and makes rude comments. In fact, satyrs always make rude comments to every character met. When females are not present, a satyr is either eating, fighting, getting intoxicated, masturbating, or sleeping.

Any male humanoid may be called a satyromaniac who believes he needs so much sex that it interferes with his daily life. Satyromania is named appropriately after satyrs, who never seem to get enough sex. At first, when a female seduces a satyr the opportunity of ideal sex seems like a fan-

tasy. However, it will quickly become apparent to her that his appetite is never satisfied, and he will attempt to force his Manhood inside her, even when she is dry and unreceptive, such as while sleeping. However, all the satyr has to do is play a flute and she will moisten. This continual coaxing becomes irritating in time, and the female will be unable to sleep while he continues to enter any orifice that appeals to him at the moment. Satyrs have been known to accidentally kill a female by playing a flute until she is dehydrated and penetrating her until she is too weak to live.

Although satyrs crave females for sex, they always refuse mysteriously to venture near civilization in any form, and usually reside in a forest.

Body		
Body	Average Male	Average Female
Lifespan	5,000	-
Height/Length	72"	-
Weight	200	-
BMI	27	-
Skin Color	Tan	-
Hair Color	Brown	-
Eye Color	Brown	-
Breadth	36"	-
Vision	Normal	-

Body Parts			
Body Part	1d100	Proportion	BPP
Foot, Left	1	.01	1
Foot, Right	2	.01	1
Leg, Lower, Left	3-6	.04	5
Leg, Lower, Right	7-10	.04	5
Leg, Upper, Left	11-18	.08	10
Leg, Upper, Right	19-26	.08	10
Groin	27	.01	1
Torso, Lower	28-48	.21	28
Torso, Upper	49-70	.22	29
Hand, Left	71	.01	1
Hand, Right	72	.01	1
Arm, Lower, Left	73-76	.04	5
Arm, Lower, Right	77-80	.04	5
Arm, Upper, Left	81-86	.06	8
Arm, Upper, Right	87-92	.06	8
Face	93-94	.02	2
Head	95-100	.06	8

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	UI	-
Temperament	CP	-
Occupations	Bandit Gladiator	-
Sprint	90	-
Life Points	45	-
Current Armor	10	-
Armor	-	-
Weapons	Hooves (2d10)	-
Treasure	-	-
Languages	Sapien	
Religions	-	
Climate/Biome	Subarctic, Temperate, Subtropical	
Activity Cycle	Diurnal	

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	167	-
Physical Fitness	130	-
Strength	180	-
Bodily Attractiveness	80	-
Health	300	-
CHARISMA	112	-
Facial	80	-
Vocal	200	-
Kinetic	90	-
Rhetorical	80	-
DEXTERITY	110	-
Hand-Eye Coordination	140	-
Agility	120	-
Reaction Speed	100	-
Enunciation	80	-
INTELLIGENCE	101	-
Language	98	-
Math	103	-
Analytic	100	-
Spatial	103	-
WISDOM	96	-
Drive	105	-
Intuition	95	-
Common Sense	90	-
Reflection	95	-

Skills		
Skills	Average Male	Average Female
Aim	+ 10	-
Balance	-	-
Brawling	+ 20	-
Catching	+ 5	-
Climb	-	-
Direction Sense	-	-
Hide	-	-
Hunting	+ 10	-
Hurl	+ 15	-
Jump	+ 10	-
Search	-	-
Sight	-	-
Silence	-	-
Smell	+ 100	-
Sound	-	-
Sprint	+ 10	-
Swim	-	-
Weapon, Specific	+ 20	-
Wrestling	+ 20	-

Wolverine

This large mustelid has fur that is long, dense, and dark brown. Wolverines have a pale brown stripe along each side from shoulder to tail, and may have a white patch of fur on their chests.

Wolverines are solitary scavenging carnivores. They are strong, stocky, and resemble bears. Wolverines are strong enough to drag a creature that is 3 times its own weight. The jaws of wolverines are strong enough to crunch caribou bones, frozen meat, and similar carcasses.

In addition to scavenging, a wolverine runs down victims, even through snow. Many consider it to be the fiercest animal, and it has acquired the name of ‘glutton’, because it seems to be able to eat anything, is always hungry, and attacks everything it meets. Wolverines are renowned as fearless; they never back down from a fight.

However, the most common way for a wolverine to attack a creature is to hide up in trees or behind rocks. When its prey approaches, the wolverine jumps onto its foe. Usually, a wolverine jumps on the back of a creature and gripping it with long, powerful claws. Then, it tears the animal apart with long, sharp teeth that can cut through bone.

Active all year, a wolverine covers up to 31 miles every day. Because wolverines are solitary, they will attack other wolverines who encroach on their territory. A wolverine warns others of its presence by discharging a strong-smelling fluid called musk from an anal gland near its tail. Wolverines have a highly developed sense of smell, making them good scavengers.

Oftentimes, a wolverine will let a larger animal, such as a bear, do its hunting. After the animal kills its prey, the wolverine appears with teeth bared and growls fiercely. The predator usually abandons its meal and flees.

Wolverines are also known to raid communities to steal food. Any food that cannot be eaten at one time will be buried and stored.

The fur of wolverines is highly prized by northern dwellers because it does not absorb moisture or freeze.

The typical diet of a wolverine consists of deer, hares, mice, rats, birds, eggs, and seasonal fruits.

The den of a wolverine either is in a rock

crevice or hollow log. A female with young will abandon her den if a dangerous creature comes too close.

Male wolverines are a third larger than females. A truce is understood between wolverines during mating season. Courtship between a male and female consists of the male dragging the female around by the scruff of her neck. The couple may mate several times for several hours at a time. Males have a bone called the baculum which stiffens their manhood. Vigorous mating induces the female to produce eggs.

Mating occurs during spring and summer. The gestation period is 9 months. The average litter is 2-3, occurs every 2-3 years, and the mother suckles her young for 8-10 weeks. Kittens reach sexual maturity in 1-2 years.

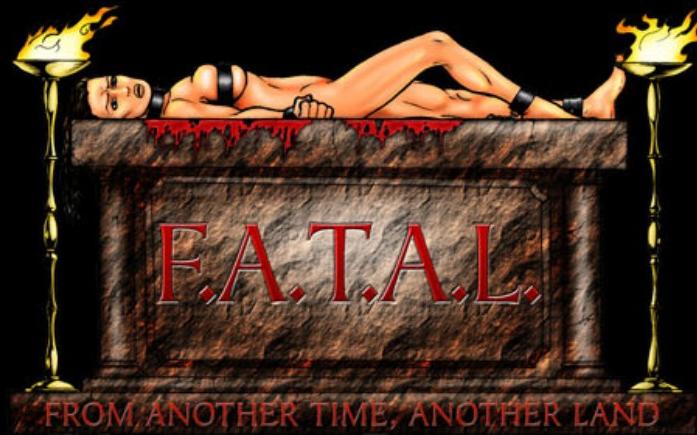
Body		
Body	Average Male	Average Female
Lifespan	13	13
Height/Length	40" + 10" tail	30" + 6" tail
Weight	30	23
BMI	13*	18*
Skin Color	Brown	Brown
Hair Color	Brown	Brown
Eye Color	Brown	Brown
Breadth	20"	15"
Vision	LLV	LLV

Abilities		
Ability	Avg. Male	Avg. Female
PHYSIQUE	86	83
Physical Fitness	100	100
Strength	50	40
Bodily Attractiveness	45	45
Health	150	150
CHARISMA	27	27
Facial	45	45
Vocal	45	45
Kinetic	20	20
Rhetorical	1	1
DEXTERITY	119	119
Hand-Eye Coordination	100	100
Agility	175	175
Reaction Speed	200	200
Enunciation	1	1
INTELLIGENCE	10	10
Language	10	10
Math	10	10
Analytic	10	10
Spatial	10	10
WISDOM	125	125
Drive	250	250
Intuition	150	150
Common Sense	2	2
Reflection	100	100

Body Parts			
Body Part	1d100	Proportion	BPP
Foot, Left	01-02	.02	2
Foot, Right	03-04	.02	2
Leg, Lower, Left	05-07	.03	3
Leg, Lower, Right	08-10	.03	3
Leg, Upper, Left	11-14	.04	4
Leg, Upper, Right	15-18	.04	4
Tail	19-21	.03	3
Groin	22	.01	1
Torso	23-70	.47	56
Hand, Left	71-72	.02	2
Hand, Right	73-74	.02	2
Arm, Lower, Left	75-77	.03	3
Arm, Lower, Right	78-80	.03	3
Arm, Upper, Left	81-83	.03	3
Arm, Upper, Right	83-85	.03	3
Face	86-90	.05	6
Head	91-100	.10	12

Skills		
Skills	Average Male	Average Female
Aim	-	-
Balance	+ 10	+ 10
Brawling	+ 10	+ 10
Catching	- 20	- 20
Climb	+ 20	+ 20
Direction Sense	+ 10	+ 10
Hide	+ 20	+ 20
Hunting	+ 20	+ 20
Hurl	-	-
Jump	+ 10	+ 10
Search	+ 10	+ 10
Sight	+ 5	+ 5
Silence	+ 20	+ 20
Smell	+ 200	+ 200
Sound	+ 20	+ 20
Sprint	+ 10	+ 10
Swim	-	-
Weapon, Specific	-	-
Wrestling	+ 10	+ 10

Miscellaneous		
Misc.	Average Male	Average Female
Disposition	NN	NN
Temperament	CP	CP
Occupations	-	-
Sprint	110	110
Life Points	40	40
Current Armor	25	25
Armor	Hide	Hide
Weapons	Teeth: 1d12 Claws: 1d8	Teeth: 1d10 Claws: 1d6
Treasure	-	-
Languages	-	-
Religions	-	-
Climate/Biome	Subarctic-Arctic/Forests-Mountains	
Activity Cycle	Diurnal	



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